

Wonderful! 400: Pollution or Sailor Magic?

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

Rachel: Hi, this is Rachel McElroy.

Griffin: Hi, this is Griffin McElroy.

Rachel: And this is Wonderful!

Griffin: You have joined us, and joined a very special club today.

Rachel: [spoofs the DJ airhorn sound effect]

[DJ airhorn sound effect plays]

Griffin: It's...

Rachel: We're here!

Griffin: It's here, the moment we've been planning for...

Rachel: Yeah. [laughs]

Griffin: Has arrived.

Rachel: When we first started Wonderful, I said, you know, Griffin, maybe we'll make it to 100. Maybe we'll make it to 200. If we ever make it to 400, we should plan the biggest, most elaborate episode ever.

Griffin: It just kind of feels like 400 is almost nothing. It's like there's certain—100, obviously, huge. 300 feels cool, because they made that kick-ass movie about it.

Rachel: Yeah, I never saw that.

Griffin: Oh, it kicks so—it's just dudes kicking and stabbing—

Rachel: Fighting and—

Griffin: Dudes over—

Rachel: Yeah.

Griffin: And over again.

Rachel: That's cool.

Griffin: 500? Hello.

Rachel: That's something.

Griffin: Halfway to 1K.

Rachel: You say that as a like long-time professional of the podcast industry. I would say there are a lot of shows that haven't been around for 400 episodes.

Griffin: Maybe. We're about to hit 800 on MBMBaM and it's like, who gives a—800 is nothing.

Rachel: [laughs]

Griffin: It's not even 1000 yet. 900 you're like, hell yeah, we're on the final crawl. Because once you hit four digits it's like, I don't know, I feel like you should get a letter from the president or something.

Rachel: Mm-hm.

Griffin: And hopefully we'll have like a way cooler president—

Rachel: [chuckles] Yeah!

Griffin: By the time we hit that. It'll be in like four years or so.

Rachel: Yeah.

Griffin: This is Wonderful! A show where we talk about things we like, that is good, that we're into. And this is gonna be a weird one, this episode.

Rachel: Should we do Small Wonders before we get into it?

Griffin: Yeah, I'm just so excited to find out what we're doing today.

Rachel: I know! I did all the work, in quotes, to prepare for this episode.

Griffin: Yes.

Rachel: Which, I don't know if that made you nervous or not?

Griffin: It made me excited!

Rachel: Okay.

Griffin: I trust you.

Rachel: Because last night, you did ask me like, "Can you give me a hint?"

Griffin: Deep curiosity, not out of concern or any kind of doubt.

Rachel: Okay. Well, that's comforting.

Griffin: Yeah. Small Wonder, I mean, we just had our 12th wedding anniversary.

Rachel: We did!

Griffin: December—I mean, December 7th is the day.

Rachel: Yeah. Which was technically the day we were flying back from Huntington.

Griffin: From Candelights, yes, which was a wonderful, wonderful time. But maybe not the best way—spending your anniversary in some airports—

Rachel: Airports, yeah.

Griffin: Was not the most exciting.

Rachel: With your children.

Griffin: Well, we managed to sneak away for a night, and we went to a little relaxing little lover's spa. And it was so choice.

Rachel: Should we—should we say—well, I don't know if we should say. It was one of the salamander chains. Apparently, there are salamanders everywhere.

Griffin: Yes.

Rachel: This is the salamander we chose.

Griffin: So festive, is what I like about it.

Rachel: Yeah, I love going to—maybe that'll be my Small Wonder! Can that count? I love going to a hotel around the holiday season.

Griffin: Yes.

Rachel: Because you get some bonus decor.

Griffin: Yes.

Rachel: Makes it feel fancy.

Griffin: This hotel had a horse. Had horses!

Rachel: [chuckles]

Griffin: We saw one. One was called Nacho, I touched him on the face.

Rachel: Did you notice I didn't touch him? I got nervous.

Griffin: I did notice that and—

Rachel: Got a little scared.

Griffin: You don't often get a chance to touch one of those beautiful—it's probably been since we shot the intro to the MBMBaM TV show that I've touched a horse.

Rachel: There was a sign. So, it was very minimally staffed and there was a sign out front that said, if the horse is sticking its head out of its stable—

Griffin: Get you some.

Rachel: Then you are welcome to touch it.

Griffin: But then every other horse also had a sign that said, "This one will bite."

Rachel: Yeah, there—

Griffin: "This one will bite."

Rachel: [chuckles]

Griffin: Not Nacho. Nacho was chill.

Rachel: Nacho seemed very chill.

Griffin: Yeah, he's a good—he's—we had a... I mean, a soul connection. It's hard not to form one, for me, with a horse. So, this week...

Rachel: This week.

Griffin: For our special 400th episode, we—

Rachel: I wanted to do something special.

Griffin: Yeah, what was the—tell me about the origins of this idea.

Rachel: I don't really remember how I got the idea... Maybe we were watching or talking about something... I don't know, anyway. I was sitting next to the boys, and Griffin was folding his laundry. And I said, "Griffin, you know what we should do for the 400th episode? I should ask our children, Big Son, Small Son, Henry and Gus, what their wonderful things are."

Griffin: Yes. And I said, "That's great." I took my laundry upstairs.

Rachel: [chuckles]

Griffin: And then about seven minutes later, I would say, after finishing hanging and putting away my laundry, I came down and you said, "I am done."

Rachel: [laughs]

Griffin: And I said, "Whoa!" And you said, "Yeah, it was super quick, and I got like 15 things here." And I was like, "What were they?" And you said, "I'm not going to tell you. It'll be a special secret surprise."

Rachel: They were able to come up with enough that I thought like, this is a whole episode.

Griffin: Oh, hell yeah, dude!

Rachel: So yeah, I thought I would share some with you. I also thought it was interesting to watch them go through the process.

Griffin: Yeah.

Rachel: Because it was very similar to our own experience of recording this show, and that the first few were these kind of big, like weighty concepts.

Griffin: Yeah.

Rachel: And then by the end, I was having to prompt them a little bit like, "Is there like a food or a place that you like?" [chuckles]

Griffin: Gosh, is that what you—is that how you talk to your own sort of internal creative?

Rachel: [chuckles] Maybe.

Griffin: Is that how you speak to your muse? It's like, "Come on, man!"

Rachel: [laughs]

Griffin: "Jelly beans? Fuckin' give me something."

Rachel: I mean, I am not a consumer of culture maybe at the level that you are.

Griffin: Yeah, I can't get enough of the stuff.

Rachel: So, I feel like—and also just the nature of like you doing, for example, a video game podcast.

Griffin: Yeah.

Rachel: You are constantly kind of having to explore new things and develop affection for them. For me, like, that's not really part of my job.

Griffin: Yeah.

Rachel: And so, I... catch as catch can, you know?

Griffin: I get it, baby, you do not have to explain yourself to me.

Rachel: Okay, anyway.

Griffin: So, I don't have anything prepared for these topics.

Rachel: Yeah.

Griffin: But I bet there will be some crossover.

Rachel: Yeah, and you'll probably be able to guess some of them.

Griffin: Okay.

Rachel: So, first thing Big Son says, Henry—because as you know, Henry likes to try and figure out what the—kind of the most mature, precocious answer would be. [chuckles]

Griffin: Sure.

Rachel: So, he said friendship. [laughs]

Griffin: That's so good, Hen! Absolutely, bud!

Rachel: And then as we got going, he kind of doubled back and said, "Don't say friendship, say playing games with your friends."

Griffin: That's—

Rachel: So, he got more specific.

Griffin: He gets it, man. He freaking gets it. Playing games with your friends is the best, dude!

Rachel: Yeah. He's like, "I don't want to just say friendship, because that sounds kind of like a kid answer." And so he's like, "I want to be like more specific."

Griffin: It's really good to watch him play games with his friends. It's really, really fun to watch. For his birthday, we always—

Rachel: A now nine-year-old, like he's still young—

Griffin: He's nine, yeah.

Rachel: In the space.

Griffin: Yeah, but he's—I mean, there's enough out there for the nine-year-old bracket.

Rachel: Yeah.

Griffin: Like there's—

Rachel: Especially with Roblox. Oh my god, with Roblox—

Griffin: Yeah, with Roblox, seeing him and his buddies like cut up. Or like watching him and his friends absolutely pop off over like Mario Kart and Smash Brothers. It's just, it's really good stuff.

Rachel: Yeah.

Griffin: I also like playing games with my friends.

Rachel: I know! Well, yeah, I mean, there's a lot of things on here I think you'll find you have in common with our older son. [laughs]

Griffin: Yeah, that's crazy.

Rachel: The first thing Gus said moved me so much.

Griffin: Uh-oh.

Rachel: So exactly right, and so exactly how we started this show. What Gus said is, "When the clouds are pink."

Griffin: Holy shit, dude!

Rachel: I could almost cry.

Griffin: That's really good.

Rachel: Isn't that incredible?

Griffin: Can I tell you something without spoiling the magic? Probably minutes—

Rachel: You did show him—

Griffin: I did mention that the clouds were pink that evening during the sunset, as I was folding my laundry. But it's still good that he connected the dots so beautifully.

Rachel: Uh-huh! We were at the very beginning of this exercise. And you know, most kids, like when you talk about things that you like, it's like things they consume, like properties or toys or whatever. I had not at that point kind of directed them to any category.

Griffin: Yeah.

Rachel: And he just popped that one off.

Griffin: It's so choice. And I'm guessing that's when like the sunlight is only hitting 'em from the bottom and not from the top at all?

Rachel: Oh, I didn't research. Were we supposed to—[chuckles]

Griffin: Well, no, I guess not, it's just—

Rachel: At sunset and sunrise too?

Griffin: But then why doesn't it happen every day, when there's clouds out? That's what's crazy to me—

Rachel: I mean, I thought it was always related to pollution?

Griffin: I think it's—

Rachel: I thought that's what people say.

Griffin: Related to sailor luck.

Rachel: Oh?

Griffin: I've always known it to—

Rachel: Hm...

Griffin: I remember hearing that, the red sky at night—

Rachel: [chuckles] This is the difference—

Griffin: Sailor's delight.

Rachel: This is the difference in like the schools of thought around climate change. Like, is it pollution, or is it—

Griffin: Or is it sailor magic?

Rachel: Sailors, yeah. [chuckles]

Griffin: It might be sailor magic. Do you remember learning about that? The red sky at night, sailor's delight. Red sky at morning, sailor's warning. And thinking like, that's so—I'm connected to something ancient and powerful now.

Rachel: I don't remember the context. It sounds like it was something in a poem though, right?

Griffin: I don't know, I feel like it was something that probably a parent or loved one said to me when I was like, "Look how pink or red the sky is." It's so good when the sky's a crazy color. It's so, so good.

Rachel: Okay, so then, this is when they start to get kind of...

Griffin: Just one—

Rachel: More specific. Well—

Griffin: Okay.

Rachel: Henry said peanut butter chocolate chip cookies.

Griffin: Yeah.

Rachel: Which surprised me, because I made those once, with the help of Gus. We made peanut butter cookies and put chocolate chips in them. I don't know when else he would have had them?

Griffin: Yeah, no, I don't either, it's a really—maybe it's just something that he's been wanting lately? Which I welcome. I love a—

Rachel: I know.

Griffin: Peanut butter chocolate chip cookie.

Rachel: Our children are both such picky eaters, which is not unusual for this age.

Griffin: Yeah.

Rachel: But anytime they say a food to me that I haven't served them five times that week already—

Griffin: Yeah.

Rachel: It's exciting.

Griffin: I'll tell you what I need in my cookies these days. It's hard for me to rock with a cookie that doesn't have... a nut sort of theme, and also just like a little creamy... something in there.

Rachel: What are you thinking of right now when you say that?

Griffin: I mean like a peanut butter chocolate chip cookie I think is nut. With a little bit—

Rachel: Yeah.

Griffin: A little creamy—

Rachel: What's another?

Griffin: But then like a white chocolate macadamia nut?

Rachel: Oh?

Griffin: Oh, I love that. Oh, I love that. You're eating it and you're like, nut, nut, nut, nut, nut. [gasps] Hah.

Rachel: [chuckles]

Griffin: [chuckles] And then there's a little creamy surprise in there?

Rachel: People are going to pull that sound bite.

[both laugh]

Griffin: I really—guys, I mean what I'm saying 100%. I swear to God, I want a nutty cookie with a creamy little burst in there. But like—

Rachel: Nut, nut, nut.

Griffin: Nut, nut, nut, and then you get the cream inside.

Rachel: Okay, Gus said snow.

Griffin: Yeah. We got a little bit of that for the first time this season.

Rachel: There are elements of what Gus says where you can tell he's just kind of looking around the room.

Griffin: Looking around the room.

Rachel: Which, again, I get, as someone who is prepared for this show.
[chuckles]

Griffin: I love snow though!

Rachel: Sometimes you're just looking around the room.

Griffin: I do love snow. I hope we do get more of it.

Rachel: We did happen to get a little bit of snow.

Griffin: I wish snow would be a thing that legally had to go away after one day. Because there's nothing more exciting than coming downstairs and there's snow outside, and there's nothing less exciting than going outside a few days later and it's still the same nasty, frozen, gross snow all over the place.

Rachel: 100%.

Griffin: Is that a law we can—do you think... do you think we can do that? I don't know how we get that passed.

Rachel: I don't know how you do it. I mean, it would be a lot of work, right? A lot of city employees just cleaning up.

Griffin: Yeah, not just streets. I mean, I don't want to see—

Rachel: Like in our lawn. [chuckles]

Griffin: In our lawn, in our bushes and tree tops, I don't want to see this stuff.

Rachel: Okay, Henry, again, goes back to his precocious theme—

Griffin: Okay?

Rachel: And said, "The hippocampus and frontal lobe." [chuckles]

Griffin: He doesn't—I don't think he knows... does he know what that is?

Rachel: I don't know, I didn't—I didn't push.

Griffin: Why did he—why did he say that, though?

Rachel: I don't know, honey.

Griffin: I want to find out what those two parts of the brain do. The hip—how do you spell hippocampus?

Rachel: I spelled it like "hippo" and then "campus."

Griffin: That's exactly right!

Rachel: Yeah.

Griffin: It's like a... college for huge mammals.

Rachel: [chuckles]

Griffin: That's—there's like a—it's deep within the medial temporal lobe, part of the limbic system, and it's a major role in learning, memory formation and spatial navigation. It looks like a seahorse, which gave rise to its name from the Greek words "hippo" and "compos," sea monster.

Rachel: Okay. And then frontal lobe is—

Griffin: I don't really want to know how the Greeks... found this thing. Doesn't seem—they sure didn't do a CAT scan, hm?

Rachel: Oh, I know.

Griffin: I don't know how they got their hands on one of these bad boys.

Rachel: Yeah...

Griffin: So thoroughly—

Rachel: Maybe something died of natural causes.

Griffin: Yes.

Rachel: And they said, "Well, let's take this opportunity to investigate."

Griffin: We have two of them, one in each cerebral hemisphere, hippocampi. And yeah, I guess it's just for like encoding and consolidating new declarative memories.

Rachel: Yeah. I mean, it's one of those things I've heard reference, but I don't really know the deal.

Griffin: Yeah. That's cool! I guess it's like the memory—your memory palace.

Rachel: Yeah.

Griffin: That's where I go.

Rachel: Gus said... this is where I started to prompt them a little bit—

Griffin: Okay.

Rachel: And like, "What are some things you like to do?" And I said like games, food, places.

Griffin: Yeah.

Rachel: Gus said playing Mortal Kombat. [laughs]

Griffin: So, this makes us sound like bad parents. Uncle Justin—

Rachel: Uncle Justin, everyone's got an Uncle Justin.

Griffin: No. I sure as shit didn't have a—I had several—I had a couple cool uncles.

Rachel: Let me rephrase that. Everyone has an uncle that maybe introduces you to things that you probably shouldn't know about yet.

Griffin: That's fair, yes. Uncle Justin does have a couple sort of... homemade arcade games in his basement. One of them stands about three apples tall.

Rachel: [chuckles]

Griffin: It's like a two and a half foot tall—

Rachel: It's Gus-size.

Griffin: It's Gus-size. And it just happens to have all the Mortal Kombat games, and like Paper Boy and a bunch of shit he's not gonna play. It's a weird collection of like—

Rachel: Yeah.

Griffin: Clacks and Paper Boy and Qbert, and then games where Scorpion can beat the living shit out of Shang Tsung. Yeah, so, he does enjoy sort of watching the guys hit each other—

Rachel: Well, and it's just, it's a game, and I enjoy this about Mortal Kombat too, where you can just push a bunch of buttons and stuff happens.

Griffin: Yeah.

Rachel: You don't really know why or how, but it seems like you're doing well.

Griffin: Yeah.

Rachel: If you push enough buttons fast.

Griffin: There's another arcade machine down there that has Street Fighter II Turbo edition, which is my preferred sort of classic fighting game. But the boys can't really hang with that, it's... I don't know, it feels better in Mortal Kombat to just walk up to a guy and hit him with the punch-punch-punch-punch.

Rachel: What is this game that you're excited about?

Griffin: Super Street Fighter II Turbo edition.

Rachel: What is tur—what makes it turbo edition?

Griffin: It goes fast as fuck.

Rachel: Oh, okay.

Griffin: It's like Street Fighter II, but with more stuff. And it's so fast, it's crazy.

Rachel: Okay.

Griffin: When E. Honda does his 1000 hand slap, it's like you can't even see the shit moving, it's crazy.

Rachel: [chuckles]

Griffin: Who's your favorite Street Fighter?

Rachel: Oh... I know that there's lady ones?

Griffin: Very good, very good.

Rachel: Eh... yeah, I—it's one of those things where I—if you gave me three names, I would know which one was a Street Fighter.

Griffin: Ken, Shadow, Suzuki.

Rachel: [chuckles]

[pause]

Rachel: Shadow?

Griffin: Ken.

Rachel: Oh...

Griffin: It's okay.

Rachel: I should have known that you pulled that one so quickly.

Griffin: I did.

Rachel: All right, maybe I'll tell you one more, and then we'll take a break?

Griffin: I would love that.

Rachel: Henry said, "Every game known to man to be played on a Steam Deck."

Griffin: Crazy. Crazy.

[botch chuckle]

Griffin: Here's—can I—can I try and walk you through this?

Rachel: Yes.

Griffin: When we were children, you play games on your computer if you were a huge fuckin' dork, right? And we did, we did, right? Like, I know that you grew up and your grandma played games with you on your PC.

Rachel: Yeah.

Griffin: But it was like its own little thing, it was like its own little

ecosystem. You went over there when you wanted to play, you know, Wolfenstein or...

Rachel: Or Doom—

Griffin: Or Doom or whatever.

Rachel: Or Heretic.

Griffin: And then there were consoles where you could play games most of the time, that were sort of specific to that console, right? Sega was where you would go play Sonic, and Mario was over on Nintendo. It's really tough now in the year of our Lord 2025, because everything is moved pretty far away from that. Where now like most stuff comes out on everything and Steam just happens to have almost all the games, except for a handful of exclusives that still go on like PlayStation, Nintendo and Microsoft. And so like, it's tough to kind of like explain that to a nine-year-old where it's like, everything's on there, man! Pretty much everything.

Rachel: Well, this is news to me too, honey, so, I don't blame him.

Griffin: Yeah, no. I mean, it's—

Rachel: I thought that Steam was a place where people made games specifically for Steam and—

Griffin: No.

Rachel: You played Steam games on Steam.

Griffin: It is a—it is a profoundly, I would say, monopolistic sort of video game sales platform. I mean, that's it right there, open on my computer right there. Where just like a billion-billion—if a game comes out and it's on computer, 99.9% of the time, you can buy it on Steam.

Rachel: Huh.

Griffin: And Steam makes also like the handhelds, like Steam Deck, and then they got some new stuff coming out next year. They are in like the VR space and they're making their own desktop PC. But like, I don't know, everything's on it now, everything is on it. And there's a weird—he plays a lot of Switch and a lot of iPad, but it's tough to get him really into Steam, because there's infinite options for him that's it's a—

Rachel: Yeah, of course.

Griffin: Real paralysis of choice. But it is crazy that he is born into a world—

Rachel: [chuckles]

Griffin: Where one can play any game on this little, tiny guy in his lap. Let's take a break—oh, can I steal you away—oh my god.

Rachel: [chuckles] Yes, please.

Griffin: 400 episodes in, I gotta lock this shit down.

Rachel: [chuckles]

[theme music plays]

[ad read]

John Hodgeman: Greetings, I am John Hodgman, co-host and co-creator of the Judge John Hodgman podcast, along with Jesse Thorne, here on the Maximum Fun Network. And I am here with Max Fun member of the month, Keith, who has been a Maximum Fun member since, when, Keith?

Keith: Oh, at least three or four years now. I don't recall exactly when I fell prey to the pledge drive, but it got a hold of me, and I have yet to relent.

John Hodgeman: Oh, and we shall not ever let go. Now, you join us telephonically from a different country from ours, which is which?

Keith: I moved to Vera, Portugal, back in August of this year.

John Hodgeman: I hear evening birds chirping behind you. What are the names of those birds?

Keith: We do have quite a few spoon bills, and quite a few flamingos as well.

John Hodgeman: So, what would you say to the birds around you and the people listening who are considering supporting the show?

Keith: You know, it's just nice to have a little bit of investment in the things that I love. Knowing that I'm making sure that those podcasts are still being created makes me feel good.

John Hodgeman: We're so pleased to have you be our Maximum Fun member of the month. Thank you very much, Keith, in Portugal, this month's Maximum Fun member of the month. Obrigado.

Ad Read: Become a Max Fun member now at maximumfun.org/join.

[break]

Emily: I'm Emily Fleming!

Jordan: I'm Jordan Morris!

Matt: And I'm Matt Lieb!

Emily: We are real comedy writers.

Jordan: Real friends.

Matt: And real cheapskates.

Jordan: On every episode of our podcast, Free With Ads, we ask, why pay for expensive streaming services when you can get free movies from apps with weird names?

Emily: Each week, we review the freest movies the internet has to offer. Classics like *Pride and Prejudice*.

Matt: Cult classics like *Point Break*.

Jordan: And "holy shit, what did I just watch" classics like *Teen Witch*.

Emily: Tune in every week, as we take a deep dive into the internet's bargain bin.

Matt: Every Tuesday, on maximumfun.org, or your favorite pod place.

[break]

Griffin: What else we got?

Rachel: Okay... Gus said Christmas tree.

Griffin: So, we're back into—

Rachel: Looking around the room.

Griffin: Looking around the room. But yeah, love a Christmas tree. We've had the one we've had now—did it move with us from Austin? I think it did.

Rachel: Oh, I thought... why did we go—I thought we moved here and we went to like a Home Depot?

Griffin: Oh, yes, you're right.

Rachel: I don't think we moved our tree.

Griffin: Home Depot is sort of a—or Lowe's, I forget where we went, it's sort of a weird—there's a weird type of store in a big, big city like DC, where it's like, what are you doing here, Home Depot? [chuckles]

Rachel: Like the parking lot—

Griffin: You're too big, Home Depot, to be here.

Rachel: The parking lot isn't nearly big enough.

Griffin: No.

Rachel: That is the problem with like a city Home Depot, is that you need an enormous parking lot. That's like part of the DNA of a Home Depot.

Griffin: Yeah.

Rachel: And then you get there, and it just feels like everyone has journeyed from across the like tri-state region. [chuckles]

Griffin: Yeah.

Rachel: To go to this one Home Depot. [chuckles]

Griffin: And there's just like an open—one department of the store is just like a blaze.

Rachel: [chuckles]

Griffin: There's just a truck sticking out of the wall and everyone's just like, "I don't know, man. This shouldn't be here!"

Rachel: So, we've only had that Christmas tree for three years?

Griffin: I guess so. It feels like longer.

Rachel: It feels a little worn down already. [chuckles]

Griffin: Yeah, maybe it's not as special a friend as—

Rachel: Well, part of the problem is that we kind of keep it basically outside in a shed.

Griffin: Yeah.

Rachel: So, the elements are not exactly kind to it.

Griffin: Maybe. I think it's doing okay, all things considered. It's got one of those little foot buttons, little button you hit with your foot, change it from a... like a plain, ordinary light—

Rachel: That is true—

Griffin: Christmas tree with color—

Rachel: But it also has a section that does not light up.

Griffin: Yeah...

Rachel: I don't really know what to do about that.

Griffin: We just put a sort of thick, kind of belt of ornaments around that, I've noticed. Refractive sort of ornaments that kind of just catch the light and hide our... I don't know. I don't—I'm—I actually feel a little bit sensitive about you shit talking or Christmas tree—

Rachel: [laughs]

Griffin: In the way you just did.

Rachel: I'm not—if we could figure out how to fix that light issue? It's one of those things where like you can't tell like which bulb it is, it's just a section of it, and how do you... If it comes pre-lit, how do you... I don't know.

Griffin: I think I should go to a trade school just for lighting stuff, because I think I'm pretty savvy when it comes to... I don't know, some repairs and some electronics and stuff like that.

Rachel: Yeah, you could put a bunch of wires together.

Griffin: But I've also had a lamp that I've tried to fix a few times, that still doesn't fuckin' work. And I don't think I could do a Christmas tree. I don't think I could do a Christmas tree. I think I'd lose my mind.

Rachel: I'm sure there's a YouTube video about it.

Griffin: No! Because I've watched those, and it doesn't, it can't.

Rachel: There's not a Christmas tree YouTube? Oh, we're—okay—

Griffin: I'm talking about lamp, I'm—

Rachel: I thought we were talking about—

Griffin: What is a Christmas tree but like 1000 little lamps?

Rachel: [chuckles] Okay, I got songs from each boy.

Griffin: Oh, nice, I can't wait to hear these.

Rachel: "Come Along With Me" from Adventure Time.

Griffin: Oh, that was Henry's?

Rachel: Yeah.

Griffin: That's the theme song.

Rachel: Oh?

Griffin: It's really... I mean, that show has a very special vibe, and I think it sets you up with that in the... actually, it's the closing credits theme.

Rachel: Oh, okay?

Griffin: It plays over the credits and it's like that, [sings] "Come along with me and the butterflies and bees." I'll—you know what? Let's play a clip of it. [both chuckle]

["Island Song (Come Along with Me)" feat. Ashley Eriksson plays]

Lyrics: Come along with me and the butterflies and bees. We can wander through the forest, and do so as we please. Come along with me, to a cliff under a tree—

[excerpt ends]

Griffin: I love that he pick—we haven't watched a ton of Adventure Time, and yet, both boys, every night, when we go to bed—

Rachel: Yeah.

Griffin: Want us to play "Everything Stays," which is a lullaby—

Rachel: Just the most lovely song ever.

Griffin: It's the most lovely, most beautiful song ever, and it's so deeply ingrained in like my mind and your mind and the boys' minds, where like I'm pretty sure if I hear it, you know, 10, 20 years from now, I'll be dev—

Rachel: Yeah.

Griffin: Absolutely devastated.

Rachel: Can I tell you something that I—that I made myself a little emotional about thinking the other day?

Griffin: Uh-oh?

Rachel: Is I was like, what if this is the song that I dance with one of our sons at their wedding—

Griffin: Oh, Jesus. Stop! Stop! Stop! Stop! Stop!

Rachel: [laughs]

Griffin: We're gonna—can we take like a two-hour break from—

Rachel: [chuckles]

Griffin: And then finish the... Yeah, no, but we've not watched a lot, I—we haven't seen the episode of the show that that song is from. It's just like Henry saw it in a YouTube video once and was like, "This is a nice song."

Rachel: Yeah.

Griffin: And then it became our bedtime song. But yeah, "Come Along With Me" is also very nice. What was Gus'?

Rachel: Gus' was his new jam, which is Super Idol Funk.

Griffin: I think this is a meme song from a Chinese pop artist? I don't know anything about it. This is—this thing's hot off the presses, man, 12 hours old or so.

Rachel: Yeah, I don't know where it came from, it's really difficult to find.

Griffin: It's really difficult, but there's like a trillion remixes. And he always wants a really specific one.

Rachel: He does, he loves remixes.

Griffin: Disappointing. There are some songs Gus is into that are some true club bangers. This one does not... light my fire.

Rachel: I was kind of hoping one of them would say Mister Stinky Butt, but it didn't happen.

Griffin: Damn it, guys, sometimes they'll ask a song on our... screen device. I don't like seeing the name—

Rachel: No, I understand that.

Griffin: Of the robot to activate it.

Rachel: It's—yeah. Uh-huh.

Griffin: But then it'll show up on the screen when we have like friends and family over and be like, "Hey! Do you want to listen to Mr. Stinky Butt?"

Rachel: Yeah...

Griffin: It's not a—don't seek it out. It's not a great track.

Rachel: Okay, then we talked about vacation spots.

Griffin: Okay?

Rachel: Henry said Wilderness Lodge.

Griffin: Yes, that is—

Rachel: Which was confirming, because now when we go to Disney, we feel like we have to stay there. And I started to wonder like, is that really true? Do we really have to keep staying at this one resort? But it's very important—

Griffin: Turns out that it is quite important to the boys.

Rachel: For Henry, like that is Disney.

Griffin: Adore Wilderness Lodge.

Rachel: Yes.

Griffin: The price has gotten truly fucking criminal, outrageous. It's just really, really, preposterously high.

Rachel: Yeah.

Griffin: So, if we could nudge him in a... Art of Animation direction—

Rachel: Yeah, no kidding.

Griffin: Or a... Holiday Inn Express—

Rachel: What's the one that was Chef Mickey's, is that one any better?

Griffin: The Contemporary?

Rachel: Yeah, or is that the same?

Griffin: I don't know, I haven't looked. I assume most of the—

Rachel: If we could get one that has like something that he would be into...

Griffin: Sure.

Rachel: But like, a lot of the stuff that I would kind of like to do—like what's the one that has the... the Dole Whip?

Griffin: Oh, the Polynesian?

Rachel: Polynesian. I would like to do the Polynesian, but he doesn't care about any of the stuff that's at the Polynesian.

Griffin: No, I guess not. Yeah, damn. I love that place. I love—I do love Wilderness Lodge, it is my favorite of the places to stay there that we've been. The smell? Outrageous. You walk in, it hits you with that fuckin'...

Rachel: I know. We've talked about the smell.

Griffin: The music and the smell, it's tremendous. It's just so expensive.

Rachel: Gus said, and then Henry agreed, I can't remember what he calls this place, but Great Wolf Lodge?

Griffin: Oh god, what does he call it?

Rachel: What does he call it? He said that, and I had to correct him, because he always calls it something wrong.

Griffin: Hm... I don't know, I'm not gonna pull it. It's really cute.

Rachel: He does kind of mix it with Wilderness Lodge a little bit. Anyway, Great Wolf Lodge, both the boys love it. I don't totally understand why anymore.

Griffin: Here's the thing, Great Wolf Lodge, it's a water park arcade magic adventure, with infinite candy and techno dance parties that go until 11 o'clock at night.

Rachel: Yeah.

Griffin: And it's a kid's dream land. And I love giving that to our boys.

Rachel: Yeah.

Griffin: I don't love catching the super Zika bird flu. It's a super swine Zika bird flu mix.

Rachel: [chuckles]

Griffin: Every time you go to it and a child touches a single surface, they get—their hand comes back and you can actually see the Zika fuckin' particles—

Rachel: [chuckles]

Griffin: Like moving around on their finger, because it's just—

Rachel: I think I have narrowed it down to the arcade. Although I will say, last time we went, I brought a bunch of like antibacterial wipes and like sprays. I like came in like I was going into battle.

Griffin: Yeah.

Rachel: And I really focused my energy on the arcade, thinking that was like the... the hot zone. And they still got sick.

Griffin: Still got sick. We got sick. You were like a... murderer trying to clean a crime scene.

Rachel: [chuckles]

Griffin: Like trying to get rid of all fingerprints. They would play the fuckin' Nerf gun shooter game, and then you would come up and *shweew*—

Rachel: [chuckles] Some of this is like Covid, like it just like, you know, I was—

Griffin: Yeah.

Rachel: I was pregnant at the height of Covid, I had an infant still in quarantine. And so, some of that is that. And also just like, our kids get sick and it's like a whole week...

Griffin: Yup...

Rachel: And it's stressful, and like they always get sick with the thing that you can't really treat. [chuckles]

Griffin: Yeah. [chuckles]

Rachel: It's just the worst, I hate it so much. And then Gus and Henry also both agreed Disney World, because of course.

Griffin: Yeah.

Rachel: Although Henry thought that was kind of, he didn't say cliché, but he was kind of like, "I don't know, I just want to be the kid that says Disney World." [chuckles]

Griffin: He's got some thoughts about—he is starting to develop a sort of—

Rachel: He's turning on Disney.

Griffin: Anti-establishment sort of streak.

Rachel: Gus and Henry also both agreed on New York.

Griffin: Yeah!

Rachel: Gus said it first, and then Henry was like, "Oh, yeah!" They both love going to New York.

Griffin: New York rules.

Rachel: Which makes me feel like we're raising these little urban princes, and I kind of love it.

Griffin: I do love it. I mean, the stuff we do with them in New York is—there's still so much to do! There's still so much to do!

Rachel: We've really focused on the things that are like grand slam, guaranteed to be a hit.

Griffin: I mean, the Nintendo World store, you can't—you can't beat. Color Factory.

Rachel: Nintendo, Color Factory, yes.

Griffin: Took 'em to Time Square last time we were there, and that was a pretty huge sensory overload, but...

Rachel: Yeah.

Griffin: It's still a nice time.

Rachel: Yeah, they just... I don't know.

Griffin: I didn't go there until I was probably 12 or 13 years old, and so it's—

Rachel: Same. I mean, my parents brought me there when I was an infant, because my dad had family in New York.

Griffin: Sure.

Rachel: So I went there before I could even come close to remembering.

Griffin: What a town!

Rachel: But then, yeah, we didn't go back until I was in middle school, which is honestly a good age, because then you can hit the museums in like a meaningful way.

Griffin: Sure. And you can go to shows and stuff, that was huge for me. And we haven't done any of that stuff with them.

Rachel: No, not yet.

Griffin: Yeah. Someday, though.

Rachel: And then, finally, Henry had to hit two video games.

Griffin: Oh, cool!

Rachel: First is kind of a lot of video games, which is anything Kirby.

Griffin: Yeah, no—

Rachel: Loves Kirby.

Griffin: He does. Not so hot on that new Kirby Air Riders game—

Rachel: No?

Griffin: Kirby racing—no, hasn't really set him on fire, but he... God knows we've spent enough time playing the other Kirby games.

Rachel: The other one is a game that you have spent a lot of time working with him on lately, and do you know what that is?

Griffin: Castle Crashers?

Rachel: Yes, 100%.

Griffin: Yeah. So, Castle Crashers is a beat 'em up that came out on Xbox 360, back in like 2008, I want to say, 2007, 2008. It's an old game. They released like an expansion for it this year, which is very weird, to release DLC for your 17-year-old like arcade beat 'em up game—that lets you sort of make your own characters and download other people's characters and—

Rachel: Okay.

Griffin: So that was... that was a big deal for him. Jesus Christ. There's a really hard version of the game, a hard mode you can unlock—

Rachel: Uh-huh.

Griffin: And it's too hard for us to play and—

Rachel: Yeah.

Griffin: It hasn't been very fun, but he wants the unlockables. And so today, I downloaded a cheat program on my office computer—

Rachel: [chuckles]

Griffin: And played through the entire game in the span of about an hour and a half. I played Castle Crashers today just to unlock those guys, so we wouldn't have to play this terrible mode. And I did not get a thank you.
[chuckles]

Rachel: [chortles]

Griffin: For what I thought was truly above and beyond parenting.

Rachel: He just doesn't know. He doesn't know that, one, most people don't have parents that are as in touch with video games as you are.

Griffin: Yeah.

Rachel: Or as skilled at video games as you are.

Griffin: I mean, I downloaded sheets, let's be careful here. I wasn't like—

Rachel: I know, but like willing to put in the time, you know?

Griffin: Yeah.

Rachel: I think a lot about like, what if we were the kind of family where we got Henry, you know, like a Switch, or whatever, and then didn't know how to do any of the games and how frustrating that would be for him?

Griffin: Yeah, no.

Rachel: He just has no idea how fortunate he is.

Griffin: Yeah, that's what he's been playing on Steam Deck so much, is—

Rachel: Because it would—what would happen is what happened to me a lot as a kid, which is like you can't get past a certain point.

Griffin: Yeah, oh, I mean, old games used to definitely be like that.

Rachel: And you just stop playing.

Griffin: Yeah.

Rachel: You're just like, "Well, that's it. I really like playing this game, but I can't get past this place, so I guess I'll never play it again."

Griffin: What are you supposed to do when you get to like that part in Ecco the Dolphin, and you don't have a big brother there who's like, "You gotta jump up through the ring, silly-billy."

Rachel: [chuckles] Yeah, and I mean, also, we were kids when the internet was not as much of a resource.

Griffin: Yeah.

Rachel: So like, would you go get a magazine?

Griffin: Yeah!

Rachel: [chuckles]

Griffin: Most of the time, yeah, or you called the Nintendo hotline. Which, they're not going to help you with Ecco the Dolphin, they'll laugh your ass out of the room. If you say, "Hey, Nintendo hotline, I can't beat this level in Ecco the Dolphin." They'll say, "What the fuck are you doing—"

Rachel: Nintendo didn't have a comparable like...

Griffin: They had Rebecca, the narwhal.

Rachel: [chuckles]

Griffin: She was cool. She was cool. Not as hard of a game, sort of for kids. But Sega does what Nintendon't. I don't know if you've heard.

Rachel: Well, there you go.

Griffin: I have not pulled any submissions from the listeners at home, but if you want to send 'em in for our next more normal episode, wonderfulpodcast@gmail.com is where you can go to do that. Thank you so much 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. And thank you so much to Maximum Fun for having us on the network. Go to maximumfun.org, check out all the good stuff we got going on over there.

Rachel: Watch Candlenights!

Griffin: Yes, December 19th, I believe this Friday, does that sound right to you?

Rachel: Yeah!

Griffin: It sounds right to me. At 9PM, we are going to launch the video on demand version of our Candenights spectacular that we did back in Huntington.

Rachel: You're still doing it at 9PM?

Griffin: Still doing it at 9PM, yeah. It's gonna be a late—it's gonna be a late night, for real party animals.

Rachel: But you don't have to watch it live at all.

Griffin: No, it's on demand, you—

Rachel: When you purchase your ticket, you can watch it like any time after.

Griffin: Anytime you want. But we'll be in the live chat for this like live premiere, and hanging out and giving some behind the scenes deets. There's some behind the scenes footage in the thing that I don't know what it is, I haven't seen it yet, but I'm excited. It was such a lovely evening.

And when you buy your ticket to watch it, all that money goes to Harmony House, which is a group we've worked with for a long time, that is working to provide a bunch of different supportive services to folks experiencing homelessness in Huntington, West Virginia. So, it's for a very good cause and it's got huge holiday vibes. So bit.ly/candenights2025 is where you can go to get your ticket for that.

Rachel: Please, please, please do it.

Griffin: Please do it. Think about doing it and then do it. Please? Thank you so much. Thanks for listening also to our show for 400 episodes, plus change, if you're one of them Rose Buddies old heads.

Rachel: Yeah! Which we didn't realize, we really only did for—we did it for less than two years.

Griffin: Yeah.

Rachel: Because I was looking back at the dates and I was like, wow, okay, so we started in 2016...

Griffin: Yeah.

Rachel: And then we finished in 2017. [chuckles]

Griffin: Yeah, I think it felt like longer, because it was...

Rachel: Stressful?

Griffin: Yeah, I would say, doing that. We launched a show with an infant, that involved watching a weekly television program and taking notes and sharing thoughts—

Rachel: I can't understand why we did that...

Griffin: When we had one kid, it was just fuckin' hubris, man. It was just, we're gods and we can do anything. Time is a construct in... there's infinite of it. And then when the second one comes along, I would not launch a new podcast in 2020—in fact, I don't think I've launched a new podcast since—

Rachel: [chuckles] Yeah.

Griffin: Since the year of our Lord, 2021. But that's okay, because I love the ones I got.

Rachel: Yeah.

Griffin: This one right here.

Rachel: Yeah.

Griffin: Here's to 400 more episodes.

Rachel: [chuckles]

Griffin: 12 more years of marriage. And then we'll just, we'll keep going from there, but... the stars have really aligned on these major milestones, don't you think, babe?

Rachel: Mm-hm. Yeah, for sure. High fives.

Griffin: Oh, no, I was putting up my hands for like a sort of romantic like—

Rachel: We're across the room from each other, though.

Griffin: Yeah, but I can like feel your energy.

Rachel: Oh, yeah?

Griffin: Yeah, dude! Can you not? Hold on, I'm gonna shoot it at you. I'm gonna do hot energy with this hand and cold energy with this hand, ready?

Rachel: Okay.

Griffin: *Fshhhhw...*

Rachel: Ah, they both feel cold?

Griffin: Damn it.

Rachel: [chuckles]

Griffin: Bye, everybody.

Rachel: Bye!

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

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