

The background features a dark blue night sky with a white crescent moon in the upper right. Below the sky is a stylized city skyline with several white buildings of varying heights. A large, white, irregularly shaped cloud-like shape is positioned in the center, containing the main title text.

THINGS  
YOU  
MIGHT  
ENJOY

VOL 1

2024



***THINGS YOU MIGHT ENJOY VOL.1  
WRITTEN BY EARL IN MARYLAND'S VAST EXPANSE OF SPRAWL  
IN THE EARLY DAYS OF NOVEMBER, 2024***

***EDITED BY CARSON R***

***LAYOUT ASSISTANCE FROM THE MOEBIUS FLIP***

***HAVE SOMETHING YOU WANT TO SHARE? EMAIL US AT  
TYMEBONUS@GMAIL.COM***

# **BUFFET OPEN FROM MIDNIGHT TO SIX**

We live in a golden age of consumption. Streaming services, indie game publishers, youtube channels, soundcloud artists. Boutique blu rays, anniversary edition albums, emulation, comic books. Podcasts, nostalgia bait, commercial comps, interviews, commentaries. Books! An absolute deluge of books! It's paralyzing!

Even if you already know what you're about or interested in, the rabbit holes that can occur when you dig even just a little bit deeper into your own interests can have the potential to both excite, as well as limit. After all, there's so much to miss! We'll probably die before we get to see, hear, watch, or taste everything we want to.

# **AND THANK GOODNESS.**

But even so, we're still kind of stuck I suppose. How do we decide what to take in? Maybe you don't even know where to begin to look for something new to see, play, do, or watch. That's where this zine comes in! Here, you'll find a starting point to help kickstart your journey of exploration with some things I think you might enjoy. Maybe you've heard of some of these things, maybe they're not quite your speed, or maybe they'll send you down a brand new rabbit hole. Let this collection be a chance for discovery at best, and the temporary vanquishment of boredom at worst- that is the goal of the small booklet you're holding right now.

So if you're looking for a way to spend some time, here are some things you might enjoy.

# QR CODES

**SINCE WHAT I'M SHARING THROUGHOUT HERE IS MEDIA, I'LL BE ADDING QR CODES THAT ARE SOMEHOW RELATED TO EACH ENTRY.**

**IF YOU'RE UNFAMILIAR, THEY'RE EASY TO USE!**

**JUST POINT YOUR PHONE'S CAMERA AT THEM, AND EITHER TAKE A PICTURE OR CLICK ON THE LINK THAT WILL SHOW UP ON YOUR SCREEN.**

**WE ALL KNOW THE INTERNET IS BOTH FOREVER AND TEMPORARY, SO WHILE I HOPE THESE CODES LAST FOR A LONG TIME, IT'S HARD TO PREDICT WHAT LINKS MAY DIE IN THE FUTURE. DOING A QUICK INTERNET SEARCH FOR ANY OF THESE TOPICS SHOULD ALSO EASILY YIELD GOOD RESULTS, IF NOT AS EXACT.**

**HAPPY SCANNING!**



**THE TREACHERY OF IMAGES**

# Bingo (1991)

Family comedies about beloved pets are a classic genre, but they're often woefully predictable; Bingo however, does not have this problem. In just under an hour and a half, you'll watch as a border collie traverses hundreds of miles on foot to reunite with his family, guided only by urine! Witness a pair of criminals hold both a dog and a child hostage in two completely unrelated events! Ponder the merits of the judicial system as a dog is thrown in jail for contempt of court! Bingo is the greatest dog movie of all time. It presents itself as a typical PG family film, but almost immediately reveals itself as anything but. In this completely unhinged tale, a young boy befriends a runaway circus dog, only to have his new friend abandoned during a cross-country move to Wisconsin by his dog hating family. Broken hearted, the young boy urinates frequently throughout the journey in an effort to help his new beloved friend track him across Middle America to his new home. Along the way, Bingo has run-ins with unscrupulous restaurateurs, the law, and his fear of fire. If you enjoy the insanity-played-straight nature of movies like *The Room* or *A Talking Cat!*?, you owe it to yourself to spend 89 minutes of your time with Bingo.

Bingo is yet to be released on Blu-ray, but did receive a DVD release. It often makes the rounds on add supported streaming services.



**Bingo had its own trading card set released as a tie-in. The movie is 89 minutes long, the set has 110 cards. That's 1.23 cards for each minute of Bingo madness!**



◀ **Bingo Trailer** 6 ▲

# STOP!

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archive.org!**



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things mentioned in here for absolutely  
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local library, the IA is completely  
nonprofit!**

**Next time you're looking for something,  
look there first!**

**Dive in, Discover, Download!**

# HI-CHEW

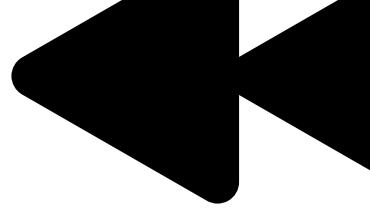
Starburst has always seemed a bit too sugary for my tastes. Granted it is a candy, so sugar should be expected. However, I often find myself wishing there was some sort of lighter version of this well loved chewy treat.

Enter Hi-Chew! This Japanese candy came about when its inventor wanted to make an edible chewing gum. It's got an initial firmness that makes the first bite of each piece remarkably satisfying, and has a density that keeps the whole thing from dissolving too quickly.

Mango Hi-Chew is my personal favorite flavor, but I really haven't yet encountered a flavor I didn't like. While there are over 30 flavors currently available in the US, there are over 200 flavors globally. I've been told that in Japan, the flavor variants even extend to locally specific varieties. Something else I find enjoyable about Hi-Chew is the packaging. The outer package is a sort of laminated foil, which provides a kind of slight resistance that makes tearing open a package very satisfying. (It's similar to how it feels to open a pack of Mentos.) Inside, each candy is individually wrapped in wax paper that unfolds to reveal its pale and delicious contents. A good unwrapping experience really enhances the enjoyment of any candy consumption. The only caveat to keep in mind with Hi-Chew, is that it does use pork derived gelatin, so keep that in mind in regards to any dietary restrictions you or those you might want to share it with may have.

While its popularity has grown immensely over the past few decades, and it's easier than ever before to find it in the US, you're not going to find it ubiquitously in every grocery store or shop. Hi-Chew can be found easily at any Five Below location, or at most Asian grocery stores. You may also have some luck in any store that sells assortments of international candies. Maybe the place where you bought this has some! If you stumble across some, give it a try. You won't regret it.





## The Found Footage Festival

The Found Footage Festival may be one of the most perplexingly unknown comedic acts/shows of our time. Sure, they have a dedicated following (Hello, my fellow Melindas!), but these guys should be huge. You've probably seen videos they've featured in their live touring show; a compilation of outtakes that became the viral internet sensation Winnebago Man, numerous clips from Don't Copy That Floppy, and pieces from a ton of corporate training materials. These videos just scratch the surface of what Nick and Joe have been collecting on thousands of VHS tapes for over 35 years, and the stuff they've amassed in this vast collection is incredible and strange.



I first discovered their work through a series of videos they did for The AV Club back in 2010 or so, and I went to my first live show of theirs shortly thereafter. If you love the absurdity of things like local commercials, public access tv, and religious sing along videos, you've found your people. As of this writing they've released 10(!) volumes of their live show, available both streaming and on physical media.

Did I mention that they also have a weekly web series on YouTube? VCR Party Live can be found airing on their channel every Tuesday at 9 PM EST, and follows the hosts as well as their producer Steve, and in-house VHS detective George. Tune in to see the new videos and oddities they've recently discovered, as well as further context regarding previously seen videos. Also check out Shaturday Morning Cartoons, a show where Nick, Joe, George, and a rotating cast of guests explore the obscure, and often low quality cartoons that most of us have rightfully forgotten about.

If there's one barrier to entry, it may be the heavy and frequent usage of in-jokes. Some references may go over new viewers' heads, but if you stick around for a few minutes, the strange nature of what they discover and share will quickly overwhelm any sense of being lost. (If any of the hosts end up reading this, please don't stop the in-jokes. They're great, and their mutations are always enjoyably unpredictable.)

The Found Footage festival can be found on YouTube, and also have their own site. In addition to everything previously mentioned, they also provide a streaming service called REWIND-O for everything they've already put out. If you need to pick just one thing to start with, I recommend checking out this one. If you ever tape traded in the 90s, if you hung around eBaumsworld in the 2000s, or if you want to find a new rabbit hole of absurdities, you owe it to yourself to check these folks out.



# Suzuki Bakuhatsu

On one hand, it makes complete sense that Suzuki Bakuhatsu is pretty obscure outside of dedicated pockets of the classic gaming fandom. It's a late release Japan only Playstation game, with a somewhat limited gimmick and a presentation that on the surface doesn't seem like much. On the other hand, the concept and execution of Suzuki Bakuhatsu is so novel, that I can't believe someone hasn't copied it wholesale to create their own interpretation to become the next indie gaming darling.

Suzuki Bakuhatsu (Suzuki Explosion in English) is a game about bomb defusal. Suzuki, our beleaguered main character, encounters bombs disguised as everyday objects everywhere she goes. Each time you encounter a bomb, you have to rotate the subject in three dimensions and use the tools at hand to defuse it. Once you start disassembling an object, a countdown timer begins adding a degree of pressure to the whole situation. The bombs get pretty difficult as you play through the game, and even when you completely disassemble them you still have to cut the correct wire to prevent them from exploding. If you cut the wrong wire, consequences are as immediate as they are predictable.

The game also features a pretty fun approach to storytelling. Every story sequence is delivered via a series of still images that are shown in rapid succession, giving the entire game a feel that's a cross between a comic book and a silent film. Suzuki deadpans her way through each situation seemingly unphased by the danger and somewhat irritated by the circumstances at hand. The object/bomb hybrids themselves are rendered very well for a game running on the original Playstation. Each one has that early low polygon chunkiness, but at the same time they've also got a lot of polish; something that's definitely needed for a game that requires close examination and careful handling of objects.

As I said before, the game can get pretty challenging. A big part of the difficulty is the time limit at hand which prevents you from taking too long, and also encourages making risky moves in order to defuse the bomb in time. The bombs of course get more complex as the game progresses, so don't be surprised if some take multiple attempts before you manage to prevent a 32 bit bakuhatsu. The game is rewarding however, and you'll get a real sense of accomplishment every time you make a risky move that works in your favor.

While designed as a single player game, I've had a lot of fun playing Suzuki Bakuhatsu with one or two friends. Having multiple people involved allows for collective brainstorming that can both help and hinder the situation at hand. It's nice to have others to help you strategize, but it soon becomes apparent that as the thought processes are multiplied, so are the doubts to their relative helpfulness.

If you want to give this Japan exclusive PS1 game a try, you'll need something that can play Japanese Playstation games if you decide to track down a copy of Suzuki Bakuhatsu for yourself. Barring that, you'll have to resort to emulation; may your searches be ever fruitful.



## **The Cowboy and the Frenchman (1988)**

**Listen, the pitch for why you should watch this sub 30 minute film is very short, and I imagine that if you're already reading this, it will be very effective.**

**Harry Dean Stanton and his Cowboy friends encounter a Frenchman at their ranch. Jack Nance is also there. Snails are seen. A Native American makes a man anxious because the man owes the Native American money. A party is had.**

**Directed by  
DAVID LYNCH**



***BOYO HOWDY! REGARDEZ-LE SUR YOUTUBE  
ENTIÈREMENT GRATUITEMENT AVEC CE LIEN !***

# Fascination

In the summer of 2024, I visited a friend in Wildwood, New Jersey. While there, he introduced me to an attraction called Fascination. Imagine playing a game of bingo, where to fill in the squares you roll a small dense rubber ball up a slight incline, lining up five balls in a row across a 4x5 grid to win. The material of the balls give them a fair amount of momentum, but also retain the ability to bounce easily. Despite the simple premise, it is deceptively difficult and while the balls are unlimited, competing against other players at the same time adds a time crunch element to an otherwise laid back game.

Fascination has its origins in the 1920s, when it first became a popular game at amusement parks in California, before making its way east throughout the US. Despite its initial popularity, it eventually fell out of favor first due to the rise in popularity of skee-ball, and then to newer electromechanical games. Today it's pretty rare to come across a Fascination parlor, making any location still running a true labor of love for whoever's operating it. There's something entrancing about the whole experience; Maybe it's the leisurely pace combined with a sense of competition, or maybe it's the sound of the balls rolling atop the wooden boards. Maybe it's just the combination of skill and chance. For any and all of these reasons, I love Fascination and everything about it.

Games from this era, as well as the experience and novelty of getting to play them, are becoming increasingly hard to come by. Upkeep can't be easy on these units, and nobody's produced a new Fascination game in decades. I get why it's so uncommon to come across a Fascination parlor; Modern arcades and other amusements are understandably more of a draw, and probably provide a better return on investment per square foot of rented space. Anachronisms, however, can be one of the best things about a world that marches ever forward in advancing technology and entertainment. I got to play Fascination in Wildwood, New Jersey at a place called Retro Arcade & Fascination right on the boardwalk. The owner, Randy Senna, is the one making all the magic happen by running the games, announcing the winners, awarding tokens, and playing the period accurate music over the speaker system. As previously mentioned, the whole thing is clearly a labor of love. I imagine this must be the case at any of the remaining Fascination parlors.

If you're lucky enough to find yourself at a Fascination parlor, grab your friends, plop down a quarter, and enjoy some relaxing competition.



**HERE'S RANDY HIMSELF  
EXPLAINING HOW TO PLAY  
AT HIS PARLOR IN  
WILDWOOD, NJ IN 1994**





## MEDIUM

A good party game is fun to win, a better party game is fun to lose, and the best party games feature near immediate descents into madness (just ask Luis Buñuel). Medium is a guessing game based on telepathy and ESP. Everybody pairs up, and draws a few cards with nouns on them. Each pair of players places two cards on the table, and using word association, they attempt to guess the same phrase. For example, Food + Bowl may result in the players exclaiming “salad” if both imagined vegetables in a bowl. It may also result in one player exclaiming “salad” while the other goes with “snack bar” (player two imagined food while bowling). From there, the game progresses with more cards leading to an end point where everyone’s points are added up to determine a winner.

The real game however, is trying to figure out what your partner may say based on their own experiences and perspectives. What are their hobbies? Are they single or taken? What was their childhood like? When the game gets going, it’s honestly hard to tell if you’re at an advantage or disadvantage by being paired up with friends vs relative strangers. Everyone is throwing spaghetti at the wall to see what sticks, but it’s quickly revealed that we all have very different ideas about what spaghetti, walls, or even what the concept of a wall is.

It’s relatively inexpensive with an MSRP of \$19.99, and each game only takes about 15 to 20 minutes. As a bonus, each game also comes with a complimentary peephole into your friends’ subconscious thoughts!



## ***DON'T WASTE YOUR TIME BY HAPPEN D.J.***

I love early 80s synthpop, especially from countries outside of the anglosphere. Usually, it has stronger ties to the music that came before it, either in the long or short term, than pop music tends to have in America or England. You can see an example of this in the key signatures of the Japanese city pop genre, and you can also see this in the italo disco afterglow that underlines ‘Don’t Waste Your Time’

The arrangement is straight unapologetic 80s synth, and my knee jerk reaction to hearing this is “Man, this guy loved The Human League.” However, the instrumental flourishes and the beat both give this song unmistakable italo disco vibes, which makes sense given the 1983 release, and the fact that Happen D.J. is from Italy. While the vocals are admittedly pretty forgettable, this is a dance track first and foremost.

The lyrics are also in English which is a shame, because the meter and rhythm of the Italian language could’ve potentially done a lot for the song’s overall feel.

‘Don’t Waste Your Time’ by Happen D.J. can be found easily on most music platforms, (although the instrumental mix is only currently available via a YouTube upload). If you’re looking for new-to-you music, something to use for sampling, you’ll find plenty here.

## A Day On The Life

Internet videos tend to have a very specific style of comedy, which is often closely tied to the era in which the video was first made. It's not uncommon for videos on YouTube et al. to age poorly, if not from changing cultural norms, than from the fact that comedy tends to move on at a breakneck pace. Thankfully, the strangeness of some videos continue to feel fresh even years and years later.

**A Day On The Life** might be my favorite Internet video of all time. It's about fifteen minutes long, and it's just so bizarre. It's about a man going about his usual day, but in a world where everything is just a bit off, and doesn't work as expected. It's never odd for oddness sake, and there's a certain dreamlike logic to the whole video. What if you were stuck in traffic, and your horn turned on the radio? Did you remember to leave out milk and cookies for the mailman? I hope you remembered to put your popcorn in the coffee pot so you'll have breakfast. In many ways, it's the world I often wish I lived in. Strange and slightly unsettling, but in the best way possible.

Perhaps it's because its name leads most web searches to autocorrect it to a Beatles song, or maybe it's because there's almost always been such a large glut of YouTube videos to sift through, but **A Day On The Life** has far fewer views than I'd expect for how enjoyable it is. Give it a watch, and maybe even use it as the short before you host your next movie night.

**DRINK  
ME!**



# MYSTERY BONUS



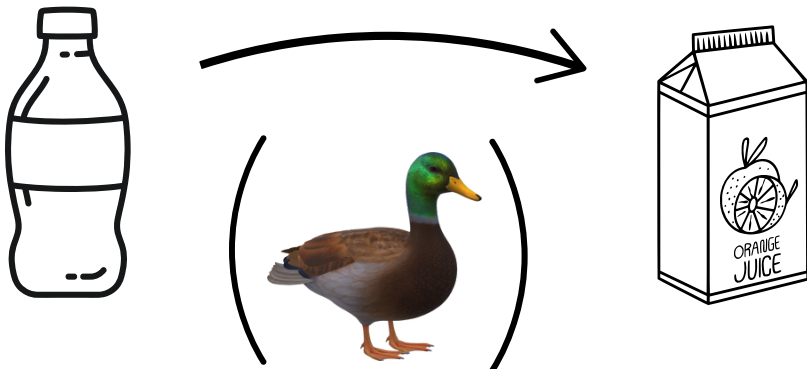
Sometimes when I'm sick, I mix together orange juice and ginger ale. The vitamin C in the orange juice and the ginger in the ginger ale allows me to convince myself that

I'm doing this for my health; In reality, it's just something nice to have when I'm feeling under the weather. I've always loved orange juice and various citrus flavors. As I've gotten older however, it unfortunately gives me heartburn. I have found that by mixing the orange juice with ginger ale I avoid this issue. As a bonus, when you mix the orange juice with ginger ale it becomes carbonated and the foam on top lingers for a little bit. (Probably because of the high sugar content.) The flavors also just go really well together.

I used to know a guy who mixed orange juice and sprite together all the time. He called it a spritzer, and would always tell me that I needed to watch Sacha Guitry movies. However, I think orange juice and ginger ale is the winning combo. You don't encounter ginger too often as an added flavor complement to fruit (at least here in the US), and the ginger ale cuts through the sweetness a bit. You might be tempted to mix the orange juice with seltzer water thinking you'll get the same amount of fizz and fewer calories, but I'd advise against it. All you'll end up with is watered down orange juice that tastes too sharp because the bubbles in seltzer are somehow more apparent than they are in ginger ale.

For best results, I recommend a 50/50 blend Seagram's ginger ale and Donald Duck brand orange juice. Seagrams is a quality ginger ale with a distinct ginger flavor, and Donald Duck often finds himself upset and/or frustrated. You will see his visage and be reminded of his trials. You will then compare them to your own less than ideal status and think "dude gets it".

Take your vitamins and stay healthy. When that fails, try taking care of yourself with a nice glass of ginger ale mixed with orange juice.



# Frans Masereel

Comic Books are one of the most underutilized forms of storytelling out there. I've loved them since I was a kid, and as I've gotten older the medium itself may be one of my favorite aspects of comics as a concept. I'm often amazed at the new ways artists and writers find to express their ideas and visually explore the pages they write them on. It's because of this that I find the work of Frans Masereel absolutely incredible.

Masereel worked extensively in woodcuts, giving his wordless novels a distinct and bold look. They've got a very pointed and expressionist feel about them, with a lot of sharp angles that help the black and white illustrations really stand out against the page. These are wordless novels (so no, his works are not technically comic books, but the spirit and flow is still present), and while an initial read may be very breezy and quick, I find myself taking longer to read each story whenever I revisit it. Each read has me slightly more engrossed in the details and implications of his wordless storytelling. The themes are near universal, detailing the individual's struggles for love, fulfillment, and for progress against those whose only goal is to slow or stop progress for their own advantage and profit.

If I were to recommend a place to start, I'd recommend checking out *25 Images of a Man's Passion*, and follow it up with *Passionate Journey*. *25 Images* acts as sort of a prototype for *Journey*, and reading both will make you appreciate each novel both as its own stand alone story as well as a companion to the other.

The greatest strength in the above two stories is the way in which the characters' experience becomes relatable in spite of living a different life than we do. Part of this is due to a lack of elaborate information; it's always easiest to see ourselves in a character that we can project ourselves upon. Even if we're not a male worker in 1920s Europe, the images in the book contain so much emotion and humanity that seeing ourselves in the protagonist becomes easy. There's a universality to the human experience that's easily forgotten, and whenever I read Masereel's work that same universality is pushed closer to the front of my mind for a while.



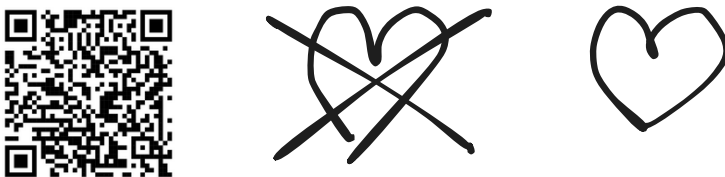
# Using Nostalgia To Explore

Friends sometimes ask me how it is I find the things I do. It involves a lot of wandering around the internet, doing deep dives into books, exploring in bookstores, and endless Wikipedia wormholes. Here's an example of a recent discovery, and the path that led me there.

Step One (c. 2002) I remember a Volkswagen commercial involving two guys, a chair, and a song with easily searchable lyrics. The song is 'Da Da Da' by Trio. (Here's the commercial, if you're interested.)



Step Two (c. 2009) I begin a deep dive into early 80s alternative music. (I've heard it called first wave.) In the process I rediscover and reassess Da Da Da, learning that there is also a German language version. This dovetails nicely with my burgeoning love for non-english pop music.



Step Three (October 4th, 2024. Around 1:50 AM) I end up on the Wikipedia page for Da Da Da, and learn there is also a French language version. Various internet searches for this yield barely any results, none of which point to Trio performing the song in French. I do however, come across a video taped from French TV of a man singing a French version of the song.

Check out the next page for the end result!

'Da Da Da' by Trio is a delightfully minimalistic song. I love the way the driving rhythm and piano lines are entirely the work of a Casio VL-Tone keyboard. The vocals are within the range of anyone who wants to sing along, and the chorus is as simple as learning the title. Trio was a German band, and their version is unsurprisingly best heard in German. The whole song has a very DIY feel that I really love.

It was also covered in French by Toss, who from what I can gather is an artist who only put out a few French singles in the early 80s. His cover is fine, and retains a lot of the things I love about the original. Like many songs from the era however, it's elevated by its music video.

Toss is remarkably French, and his video looks exactly like what you'd expect a French music video to look like. Shots alternate between Toss minimally singing in place as if he's bored by the whole affair, and his face staring at us in black and white, all while lip syncing. (He does eventually get into it by the end of the song.) A woman also dances, and the album artwork from the songs' single scrolls in the background. The copy I've found and am sharing, looks to be from a French music show called Super Platine from 1985. I love it.

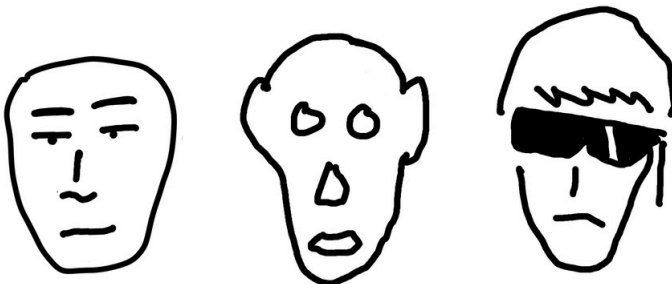


Toss' version of Da Da Da is exactly the reason I keep exploring my interests both past and present. It's the kind of thing that would remain completely obscured from me if not for a very specific sequence of events that might not have happened otherwise. Now, by reading this, hopefully an even more specific sequence of events has occurred. For roughly three minutes, you've gotten to take in a slice of French TV from 1985 and all of the strangeness it entails. You've gotten to discover a new version of a song you might have already known about, and you now have a new "you've got to see this!" moment to share in a conversation among like minded friends.

Hopefully, this small publication has resulted in a few more things like that. I hope you discovered something new, something you enjoyed, or ideally both! Maybe it's inspired you to take a deeper look at the things you love, to chase some shadows, and to dive down some more rabbit holes.

I myself look forward to finding more in the future, and I hope you do too.

-Earl



***KEEP ON SEARCHING!***