

Knackered

Simon: Hello! What have you been up to?

Simon: Just eaten some Coco Pops.

Simon: That was very honest of you.

Simon: Oh so what? If they taste good, what's the problem? Am I supposed to only eat porridge or cornflakes? Would that make me a sensible person? Why am I supposed to eat bland breakfasts? How would you feel if I said to you 'you're not allowed to eat beef burgers anymore. You have to eat oats for dinner'? Why are main courses only allowed to be fun when you're older?

Simon: Rant over? I'm just saying, for a man of your age, your behaviour is odd.

Simon: Why?

Simon: Just the name 'Coco Pops' is pretty silly...

Simon: I didn't say I bought the product just for the name, did I? And I never said I force myself to eat food that I hate just because mostly children like it if that's what you're thinking.

Simon: I wouldn't put it past you.

Simon: Oh screw you! I don't have to take this abuse.

Simon: I understand you like Kinder eggs, too?

Simon: Again, the chocolate's good so what's the problem? Do I say 'oh boy, oh boy! I can't wait to put a small teddy bear together!' No!

Simon: I'll move on. So... Another interview... Why?

Simon: I'm just tired of writing sketches and sitcoms. On Wednesday I realised I had to write a whole ten minute long episode for my boss in just two days, in time for an online meeting. I was panicking so much I put my brain into overdrive. And now I'm paying the price.

Simon: Then you found the online meeting was cancelled.

Simon: Yep. Still though, at least I got it done.

Simon: Apparently chess players in tournaments concentrate so hard, they burn as many calories as athletes...

Simon: Well I don't think anything like THAT was going on, but maybe I got a mild workout? Like a casual bike ride?

Simon: I'm not sure. Put it this way, have you ever seen a really beefed up chess player?

Simon: No. That chess workout theory's a load of rubbish isn't it?

Simon: Who knows?

Simon: So, the sitcom you're working on... What happens in it?

Simon: That's top secret.

Simon: Really? That's pretty secret.

Simon: Extremely.

Simon: Does that mean if it were to be released to the public, the whole world would be put at risk?

Simon: I believe that's how it works.

Simon: I don't believe you.

Simon: It's true.

Simon: Can you give me any hints as to what happens?

Simon: All I can say is it's about a group of gamers playing a tournament and there is an artificial intelligence program trying to help them.

Simon: You'd know about being artificial.

Simon: What's that supposed to mean?

Simon: No, only joking. So you've written an episode of the series 'A Comedy of Gamers'?

Simon: That's the one. You can find episodes written by other people on Youtube.

Simon: Awesome. Would you like me to have a look?

Simon: Sure! You could subscribe to the channel, too. My boss would be very happy.

Simon: Is there anything else that's on your mind?

Simon: Yes! Yesterday, I was driving along at a slow speed and the car in front was trying to park. Unfortunately however, she was reverse parking and reversing into me. Luckily my observations were on point and I reversed too, just in time.

Simon: She didn't bother looking behind her?

Simon: Apparently not. If she did, she would be a bit nutty. If she goes around ramming into people just so she gets her way, she shouldn't be on the road.

Simon: Was she driving a huge jeep or something?

Simon: That would make sense as they are more powerful than most cars and are harder to damage, but no, she was driving a small car.

Simon: I guess she's used to people moving.

Simon: Maybe.

Simon: Maybe you should try reversing into people, too?

Simon: Why?

Simon: For the sake of power tripping?

Simon: Too far.

Simon: To live out your demolition derby fantasies?

Simon: I don't know...

Simon: Bye, then?

Simon: I guess. But check out my ACoG Facebook page, I'm co-running!

<https://www.facebook.com/AComedyofGamers/>

Simon: Why?

Simon: Just a bit of a shame my humorous comments aren't getting much attention. :(

Simon: Maybe later.

Simon: Byeeeee.