

Simon: Hello, I'm going to make this a special interview!

Simon: Really?? How so?

Simon: You know my fascinating, one of a kind uncle? The one who built the pyramids and won world war 2?

Simon: Yes?

Simon: I will be revealing who he is at the end of this interview!

Simon: No way...

Simon: Yep. But let's start things light...

Simon: Go on...

Simon: Isn't it easy coming up with new slang words? People genuinely seem to be picking words at random and giving the words random meanings. 'Chair' for example, could mean hungry, bored, excited, etc. 'Knee' could mean anything from house to train station. Who is deciding this stuff and why?

Simon: Maybe it's from someone who hit his head hard in a car crash. Maybe the doctors were like 'You're not going to find work again, BUT, how would you feel about being a slang language innovator?' Then the patient would be like 'Spork'. Then the doctor would ask 'What's that mean?' Then the patient would say 'Comb'. Then it would be like 'Welcome aboard.'

Simon: That's genuinely a very interesting hypothesis...

Simon: Thanks. Could happen, could happen.

Simon: Want to hear a time I was confused by a lyric?

Simon: ...

Simon: I thought Tool's song 'Sober' went 'Why can we not be sober' and then went 'Why can't we drink forever?' Contradiction much? Then I checked on a lyric sharing site, and it said it went 'Why CAN'T we not be sober... why can't we drink forever?' It was the double negative, it confused me. Can't stand them.

Simon: That would be a confusing song...

Simon: Yes. And the way Maynard James Keenan is so intelligent makes it seem like the listener has the problem, not the other way round.

Simon: Do you know of any songs confusing for those who can handle double negatives?

Simon: 'Dog Day Sunrise' is so perplexing NO ONE on a lyric sharing site has any

idea of what it's about, the best anyone could do was that it's about a hot day, but that's clear in the title. There is just one verse, then you get loads of the phrase 'Dog day sunrise'. Then it's repeatedly made clear that someone's valentine has shining eyes, then it keeps going 'Dog day sunrise,' again. Someone really must have like it though, as Fear Factory did a cover of it. And you know what? I like it, too.

Simon: Excellent. And do you have any anecdotes about music clothing?

Simon: Yep. Someone asked me what my Iron Maiden shirt meant. I explained that it didn't really mean anything. I on the other hand, had very valid questions about the machine gun tattoo on the back of his neck, but I left it. I'm just saying, it's an odd thing for someone working in a shop to have.

Simon: Shop workers are supposed to be friendly.

Simon: Exactly. Not spree killers.

Simon: Have you ever had a train journey disrupted by a tree falling on the tracks?

Simon: Yes, about a week ago. I had to pay £20 to get a taxi home which was very annoying. I could have got a refunded train ticket, but I couldn't be bothered. Anyway, when I left the taxi to get money from a cash machine, I found it wasn't working. Not to worry, there was another one about 100 metres away, which I ran towards. HOWEVER, needless to say, running away from a taxi driver after explaining a cash machine isn't working looks EXTREMELY sus. Actually, I could have very easily ran away without paying, but in the end I didn't.

Simon: Well done.

Simon: Thanks.

Simon: Have there been any other times you looked like a criminal?

Simon: Yep. Not long after buying my new car, it could have looked like I was trying to break into a similar looking car.

Simon: Eh?

Simon: I'm just saying, as the car looked similar to mine, I tried to open its door. Then I stared through the window, which also would have looked dodgy, then I realised the car wasn't mine. Either that OR someone broke into my car and placed a load of random objects on my seat.

Simon: Did anyone see you?

Simon: I don't know.

Simon: What speed is your pulse rate?

Simon: It's hard to say. Whenever I'm resting and I feel my pulse, I often think 'Oh

cool, my pulse is pretty low.' Then of course I get excited and my pulse speeds up, suggesting I'll never know how low my pulse can get. I know how high my pulse can get, but as it's not 'the highest the better', I'm not so interested in that.

Simon: Ever been confused as to whether something was a compliment or not?

Simon: When I was ten, the teacher said to the class 'Guess who got all his/her maths questions right!' Then the class spent ages guessing. Finally she said 'It was Adam!' She didn't say 'would you believe it, that's the craziest thing ever!', but still, it's obviously implying it was hugely unexpected. On the plus side, she didn't have a huge laughing fit.

Simon: Has a teacher ever had a laughing fit because of you? Or rather at you?

Simon: Not that I saw, but there are rumours.

Simon: I see. Do you do anything at the gym to make the time go by faster?

Simon: Yes. On the hiking machine, there's a small display telling you how quickly you accelerate and how consistent you are. Against all reason, it says I accelerate immediately 3 out of 4 times, as shown by a completely vertical digital line. Slower accelerations are shown by a sloped line.

Simon: Where are you going with this?

Simon: What I like to do, is divide my hiking sessions into bursts of ten. And if you do THAT, you can make a game of the patterns. You get symmetrical patters (e.g. vertical, sloped, sloped, vertical), mirrored patterns (vertical, vertical, sloped, sloped), and ultra consistent patterns (vertical, vertical, vertical).

Simon: Sounds incredible.

Simon: It certainly is when groups of ten are symmetrical, yes. I'm yet to see a mirrored ten.

Simon: And that's your terminology?

Simon: Yep, just mine and the select few.

Simon: Who are?

Simon: No one, yet. But once I meet someone worthy of the game, I'll school him.

Simon: Awesome.

Simon: If you do bursts of three, you can't lose.

Simon: What are you on about this time?

Simon: I'm just saying, you either get a consistent pattern (vertical, vertical, vertical),

a rarer 'growing pattern' that I didn't mention (1+2 i.e. vertical, sloped, sloped) OR a shrinking pattern (2+1 i.e. vertical, vertical, sloped). Or of course, the symmetrical vertical, sloped, vertical. I've done all of them.

Simon: Cooooool.

Simon: Yes. Very.

Simon: May I offer another type of pattern?

Simon: Please do.

Simon: Random.

Simon: But if you add a random pattern you can't lose. Every combination has its own benefits...

Simon: Good. Now do something normal.

Simon: On the running machine, I try to enter the speed '10 kmh' as fast as possible. If I do that, I can run (virtual) laps in 2 minutes and 25 seconds. The thing is, the machine starts at zero kmh, so if you're late entering the speed you want, the lap lasts longer. I'm trying to run the first lap in 2 minutes and 24 seconds, but I don't know if it's possible.

Simon: Wow, that's even more fun than your first game.

Simon: I'm not sure about that. It will be if I ever get the 2 minutes and 24 seconds, that would be amazing, but right now it's frustrating.

Simon: Do people notice you trying to enter the speed ASAP?

Simon: Probably. Actually, I guess it looks fairly obvious that's what I'm doing.

Simon: And how do they react?

Simon: Not sure.

Simon: Ok. Watch any films lately?

Simon: I was watching Tomorrow Never Dies, and a boss baddie shot one of his employees because he didn't need him any more, pretty much in those words, and the other employees were perfectly happy with continuing their work with him, even when everything was going completely wrong!

Simon: Wow. And he's even more likeable than you.

Simon: I'm sorry?

Simon: Come on. How would people react to you if you did that?

Simon: I'd get sent to jail?

Simon: Right. People certainly wouldn't carry on like everything was normal.

Simon: Well the people who kept working for him were getting paid, so...

Simon: I'd have pointed out it was just a film...

Simon: That too. On a lighter note, I read 'be an innovator' and it looked like 'bean innovator'.

Simon: What's a bean innovator?

Simon: I guess someone who grows really nice beans.

Simon: How?

Simon: I don't know. That's the innovation.

Simon: Ok. Been annoyed recently?

Simon: Yes, very much so. In my RPG maker, I deleted some of my coding by accident and I spent 2 and a half hours trying to remember what I did and getting back to where I was in the first place. I watched a Youtube video about the subject, but it was borderline gibberish.

Simon: :(

Simon: Perhaps even worse, the game took priority over the music site I work for, so when my boss asked me to do something very simple for her, I wasn't really concentrating and it looked like I was clueless.

Simon: How did you fix everything if you didn't get help from a video?

Simon: Good old trial and error. 'Switch A on' 'Switch A off' etc. As I said, gibberish.

Simon: You don't know what a switch is?

Simon: Not fully, no.

Simon: I can see how that would be confusing.

Simon: That's nothing, I was told that was basic programming.

Simon: No, no, no.

Simon: Right. The effort that went into making characters hand money over to the other characters just once was incredible. In the default setting, the character hands over money every single time you ask for it, making him the wealthiest people in the

world, ever. How do you stop that happening? With switches, and as explained, I don't really know what they are.

Simon: What would you call switches?

Simon: If I designed the game, I would scrap all that stuff and make 'common sense' buttons, and that kind of stuff. Do you really need jargon? Surely not.

Simon: Maybe the designers were optimists and believed it would be realistic for people to hand over as much money as people wanted...

Simon: Maybe. But in the real world, if you accepted that, you'd be perceived as greedy or even threatening. And what about someone following you out of a room and when you go back in the person is still there, along with a different version of the person who followed you out?

Simon: Is that what happened to you?

Simon: In the game, yes.

Simon: Maybe the programmers were trying to say once you get a friend, he'll always be there, even if not physically possible.

Simon: I don't know what kind of fantasy games you've been playing.

Simon: It's called 'Everything is Lovely'.

Simon: What happens in it?

Simon: Everything's just really nice all the time.

Simon: And do you get bosses you have to fight?

Simon: How would that be lovely?

Simon: I'm just trying to understand the point of playing it.

Simon: That says it all.

Simon: I don't want to fight my boss, if that's what you're implying. I'm just trying to find out what the appeal of playing a game you can't lose is.

Simon: You can't lose that game 'Big Rigs' because the other drivers can't move.

Simon: But everyone laughs at that!

Simon: And would people laugh at me for playing 'Everything is Lovely'?

Simon: Dear God, yes!!

Simon: Oh.

Simon: Right.

Simon: Doesn't really matter though, as I made it up.

Simon: Good.

Simon: Maybe I could write for children's TV, though.

Simon: What are your ideas?

Simon: 'Hey Harry! How are you doing? Would you like all my money?' 'Sure, Ben! Now I'm going to follow you round everywhere! Because we're best of friends!' 'That's stalking, Harry...'

Simon: Wow, kind yet reasonable.

Simon: Yes, whereas you only like writing about stingy people.

Simon: I know you mean well, but the world simply can't work the way you want it to...

Simon: Fine. Anyway, I think you've kept your readers waiting long enough. So... who's your uncle?

Simon: Would you like to have a guess?

Simon: Lewis Hamilton?

Simon: Nope.

Simon: Alex Van Halen?

Simon: Nope.

Simon: John Major?

Simon: Guess again.

Simon: I give up...

Simon: Ludwig Van Beethoven!!

Simon: No way...

Simon: It's true.

Simon: I thought he was dead!

Simon: No, no, he's alive and kicking in Surrey.

Simon: What's he up to nowadays?

Simon: He's training for the world cup.

Simon: A man of many talents!

Simon: Ikr? And he was the first man in space.

Simon: However...

Simon: Yes?

Simon: People say Bach was better...

Simon: He was Bach, too.

Simon: How??

Simon: Hm. Not sure.

Simon: Well, whatever the case. I'm not sure how you'll ever top that story...

Simon: I know. Unless England win the world cup...

Simon: Because of your uncle?

Simon: Exactly. Fingers crossed!

Simon: I guess bye?

Simon: One more thing: You get disposable razors, but surely everything is disposable. Imagine getting a razor that said 'Sorry no, you're not disposing of me.' Horrifying, especially as razors can cut you.

Simon: Now bye?

Simon: Bye!