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a game by Jonathan A. Leistiko

Origin

I stumbled across Sluggy Freelance while reading the home page for Plan 9 Publishing (the outlet for another online strip, Kevin and Kell, a strip drawn by one of my favorite cartoonists, Bill Holbrook). I devoured the Sluggy archives from start to the present strip in about five days during my spare time at work and days off. The strip features a homicidal, ass-kicking, switchblade-wielding mini-lop bunny named Bun-Bun. More than a few of the strips feature Bun-Bun beating the pulp out of the other characters. Kiki is a naive, joyful, mildly hyperactive [Editor's note: mildly hyperactive?!], easily-distracted ferret. She provides a kind and childlike presence, a well-used contrast to Bun-Bun's violent, cynical nature.

It's important to understand that Bun-Bun is virtually unbeatable in combat—there's only one fight that Bun-Bun started and didn't win; that was with a Giger-style Alien, and it ended in a tie. With how easily Kiki can unintentionally annoy anyone, and how defenseless she is, you'd expect Bun-Bun to have ventilated her several times over. He never has. Hasn't even laid a whisker on her. In fact, Bun-Bun frequently uses Kiki as his accomplice for many of his schemes and adventures. This got me to thinking: Here's a bunny with a running vendetta against Santa Claus, for crying out loud. Why hasn't he taken on Kiki? Then it hit me—perhaps Kiki is one of the few characters who could actually defeat him.

Shortly thereafter, this game was created. From that moment of inspiration to full-fledged completion, I figure it took about 10 minutes.

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Kiki and Bun-Bun

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Object

To capture all of your opponent's pieces.

You Need

A checkerboard and pieces.

Setup

- Decide amongst yourselves who will be Kiki and who will be Bun-Bun. Find a nonviolent way (even if you are Bun-Bun) to choose someone to go first.
- Setup is identical to that of a standard game of checkers.

Play

- Kiki's pieces move like normal checkers in all ways, but they may jump her own pieces as well as Bun-Bun's pieces. Only Bun-Bun's pieces jumped in this fashion are captured.
"Poing, poing!" - Kiki
- Bun-Bun's pieces may never jump. Instead, Bun-Bun's pieces capture by moving into the square occupied by one of Kiki's pieces. Bun-Bun may not make multiple captures in a single turn.
"Move it, nerd-boy. Ka-klick!" - Bun-Bun
- If you are able to capture a piece, you must make that capture (also known as, "See a jump, have to jump.").
- Other than that, play is identical to that of a normal game of checkers.

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Kiki and
Bun-Bun

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Winning

You win by capturing all of your opponent's pieces.

Credits

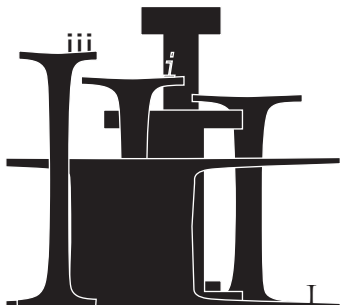
Bun-Bun, Kiki, and Sluggy Freelance are the works of Pete Abrams.
Used with permission. Thanks, Pete.

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Tabletop
Games

Kiki and Bun-Bun [Invisible 010]
a checkers variant for two players based on Pete Abrams' online comic "Sluggy Freelance" (www.sluggy.com)
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