

Buffalo Wings ARCHIVES





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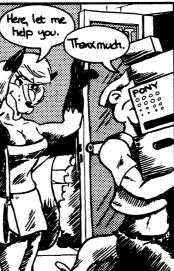
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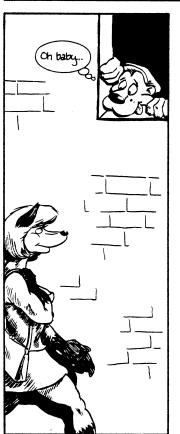














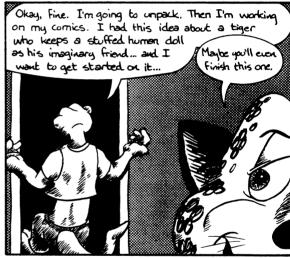










































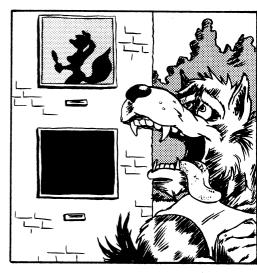














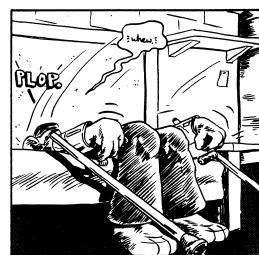




































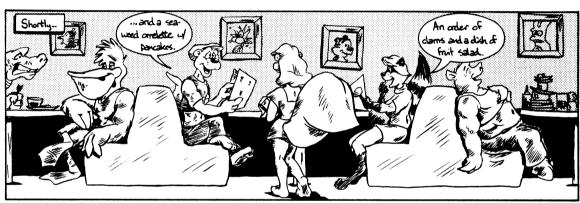






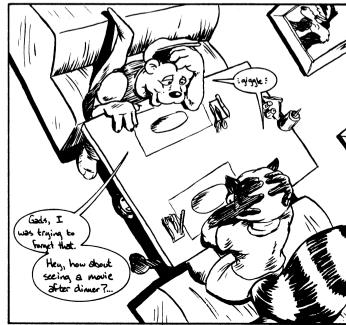








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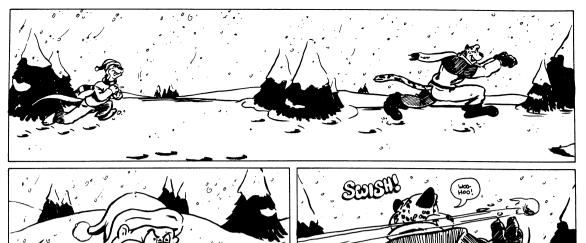










































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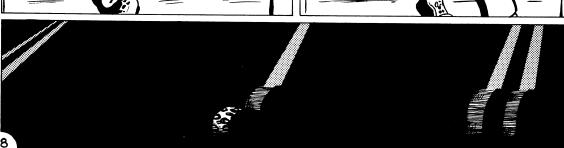












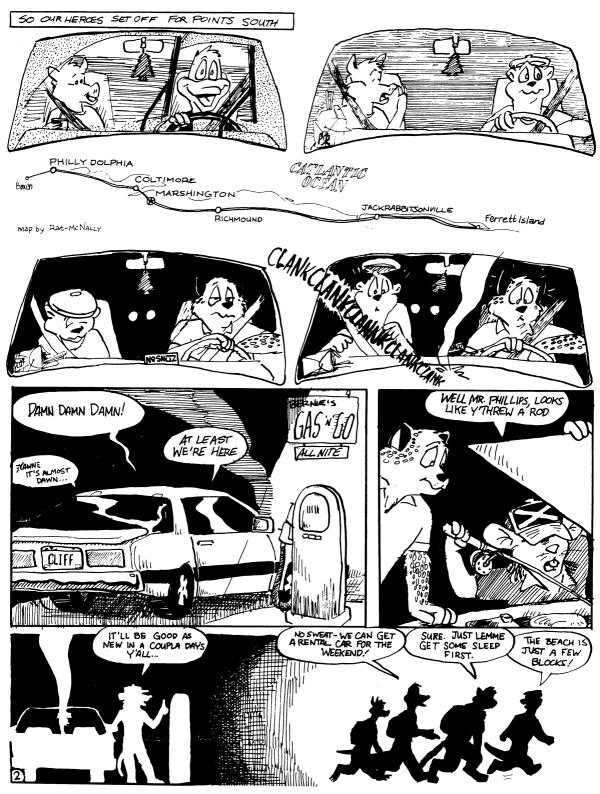


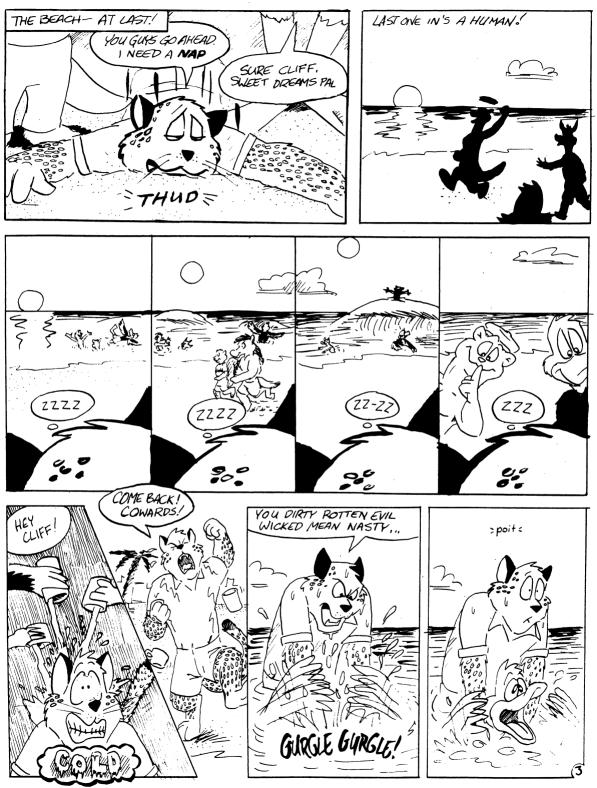


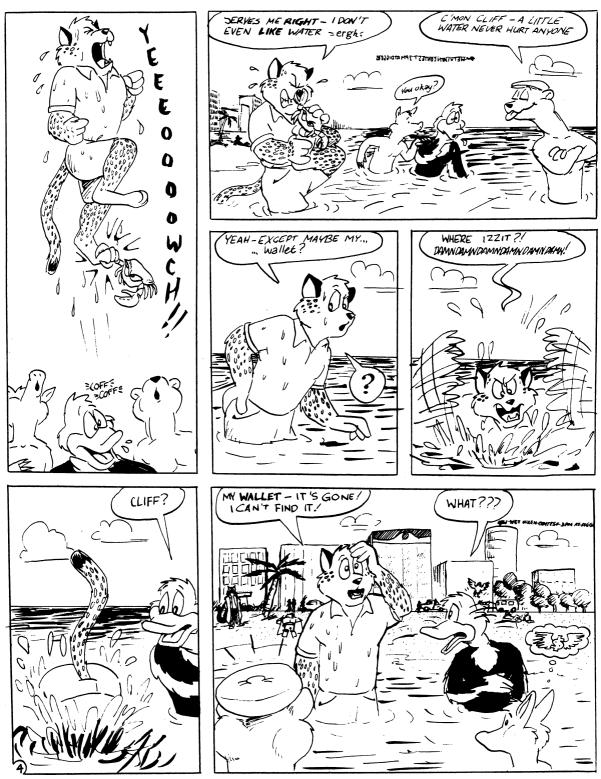


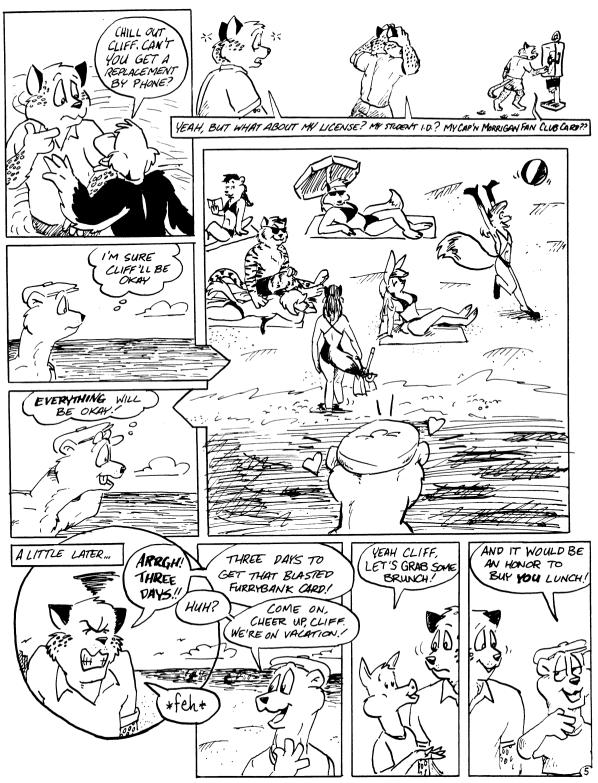






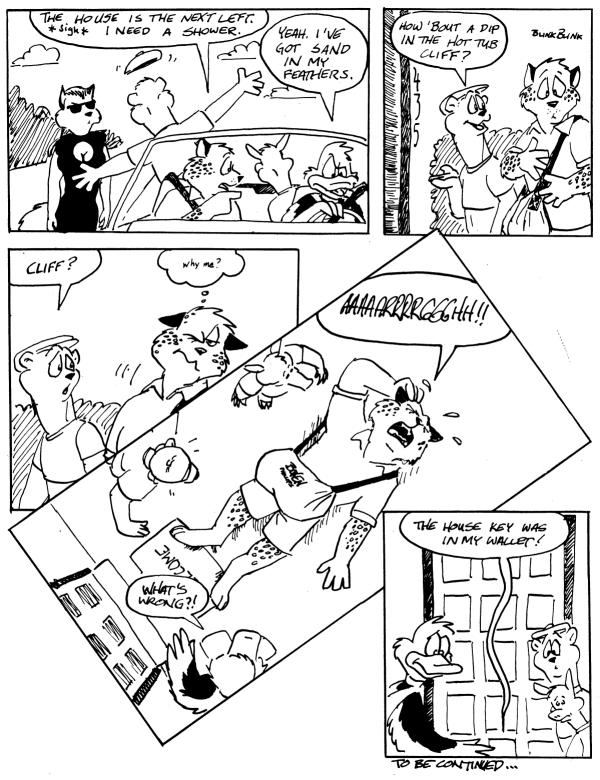












What the Heck are Buffalo Wings?...

From time to time someone asks me how Buffalo Wings began, or (more often) where the title came from

It started in the Spring of 1990, at the end of my sophomore year of college. I'd gotten my first glimpses of anthropomorphic animal fandom in a fanzine called *YARF!*, and decided to start working on a continuing series for publication.

Actually, my first idea was a science fiction tech story. Entitled "Ark 3000" it concerned an old Earth scientist named "Noah" who had created a stream of genetically constructed animal morphs. Worried about the inevitable destruction of the planet, he built a large spacecraft (the Ark) and herded two of each of his creations on board, and began seeking a new homeworld. Some time into the journey old Noah passed away, leaving the animals to fend for themselves and keep their social order intact. The story had everything - a young hero gaining experience through his formative years, an evil Unicorn trying to take over the ship, lots of athletic males and busty females in and out of tight spacesuits, even a race of antagonistic reptilians - survivors of Noah's earlier, abandoned project. In short it was cliched, predictable and melodramatic to the point of tears. After a few drafts of plot breakdowns I trashed "Ark 3000" and began searching

anonymous sage's advice: "Write what you know." Well, at the time I knew college. Why not work on a story about a set of friends living in and around a college campus using animals as characters? (Interestingly enough, I had not seen nor read any of Martin Wagner's Hepcats until several months after I started my series.) I began to consider the types of stories that could be told in such a setting. Some of these were based on real things I had seen going on around me, others were wholly fabricated. In due time I had a reasonable image in my mind of the fictional Boxen University. (The name of the school was in tribute to one of the most important literary figures in my childhood, C.S. Lewis) I developed a set of four "core" characters based loosely on the four persons who would be sharing our dormitory suite in my coming Junior year, and added a host of secondary characters.

for something new. I remembered the words of some

One of the most difficult parts of developing a new series was coming up with a name for it. The working title was "An Otter World," though I knew for a number of reasons it was not what I wanted. In the end it was an offhand joke made by a friend of mine who suggested something strange like "The Fantastic Rogue Buffalo Wings," that resolved my dilemma. The suggestion was in reference to the weekly ritual myself and my three future roommates had of going for Wednesday night Buffalo-style chicken wings at a local

restaurant. It was enough to get my gears spinning; and in the end I decided "Buffalo Wings" was as good a title as anything. At least it might catch some attention.

Since the first episode, *Buffalo Wings* has been, for me, a grand experiment - testing grounds as it were. It was the first large, continuous project I had ever done, and it was the first time I had worked in a full-scale multi-page comic strip format. On one level I was working hard at developing my technique and illustrative style, which is why the quality and style of the artwork changes so drastically from one episode to the next. On another level I was building my own personal groundwork on how Sequential Art works - that is, how to *effectively* tell as story using a set of pages, each page divided into a number of small blocks, each block containing an illustration of some characters and some words to describe what those characters are saying.

By now I am involved in a number of other personal projects, including a new series of Buffalo Wings being published by the Antarctic Press' Wildlife. I strongly encourage anyone to check it out, as it represents the next stage of development in my "experiment" with these characters. (One thing to keep in mind, though, is that even though the characters in the new series of Buffalo Wings seem the same as in the original series, the actual story is different; and there are subtle or not-so-subtle differences in many of the characters as well. Readers of superhero comics might consider the two series as taking place on Earth-1 and Earth-2, or pre-crisis and post-crisis, or however else it helps to imagine it. But the stories in the Wildlife series are a new beginning, starting off with Stuart and Godfrey's freshman year.)

This issue reprints three episodes from the original series. First is the premiere episode which introduced the Buffalo Wings characters in the summer of 1990. Second is a story entitled "Snowfall," which was originally published some time later in January of 1991. Comparing these two stories may give a strong example of one of many directions my development of the story was taking. Finally, there is a part of a story I did a collaboration with Jimmy Chin entitled "Getting Away from it All," based on some of our own separate vacationing experiences. In the next issue, "Getting Away from it All" will conclude, along with several more episodes from the original Buffalo Wings, and probably some notes on some of the characters, on Boxen University and some other tidbits of information on the series.

Until then, hasta la pizza, and have some buffalo wings.

John Nunnemacher July 1993 Gainsville, FL

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