**Here is some behind the scene alternate plot points to put on the site:**

**PLOT TRIVIA**

* John was supposed to approach the bunker while everyone was inside to make his arrival scarier and more unexpected. (including Daron firing a startled shot at him upon his intrusion). I scrapped this because I wanted them to be outside to convey that John had found his way home before nightfall.
* There’s a raunchy, hilarious five-page Shavohn scene that takes place in lieu of page 23 that will not be shared anywhere.
* Shavo and Daron were originally going to drop Serj and John off to bury Andy then go get gas for the tank, but I didn’t want to split them up just for plot convenience (or uh, inconvenience).
* Shavo was also originally going to go fetch the pill all the way back at the bunker rather from just inside the tank. I didn’t have enough ideas or filler to throw in here though, so his absence was brief.
* One of my favorite scenes to draw was the entire Gatorade scene.
* The toe tag clue has a hidden double meaning to make Shavo think that he had to save either Serj or John with the pill… while in reality, this whole pill thing was a waste of their time.
* John was originally meant to attack Serj out of panic and delirium with the backwards gun. After John’s death, a note (“welcome to the game”) was going to drop out of the gun, revealing Shavo to be the intended replacement. I scrapped this because I figured it would be more ironic and insulting for Shavo to never be part of the game, and I also didn’t like this “deranged John bad guy” idea.
* The idea to have Shavo take the fall instead randomly came to me after a very long night of plot revision and brainstorming… this final wrap-up thought changed the entire trajectory of my story. I ultimately went with this two-for-one death idea not only for the shock value but because otherwise, Shavo’s death would have been inevitable, predictable, and dragged out in the upcoming next part. His death here serves as a clear warning not to interfere with the game.
* Serj was originally going to have a secret advantage to each game that both Shavo and John would catch onto here. I didn’t want to make Serj unlikable and mildly psychopathic though.

**PRODUCTION NOTES**

* The reverse shotgun trap that blows out the right half of Shavo’s face was directly inspired by **Jigsaw (2017),** and the original mental image of his death was the sniper scope scene from **Saving Private Ryan.**
* John’s outfit is a direct reference to The Deer Hunter, despite him being the only character not to wield a gun in this chapter! Huh.
* I really wanted Daron to be trigger-happy and hold guns whenever he could, as a reference to **Shotgun.**
* Serj has freckles in this chapter and Daron’s little dot on his nose has now moved to the correct side.
* **Amusing assortment of reference images: shotgun, revolver, cooler, Gatorade, shovel, toe tags, and vials.**
* The pink color of the antidote was directly inspired by the potions in The Emperor’s new Groove!
* Serj is inexperienced with guns in this story, so I looked up gun fail compilations and picked one that would be easy to convey and somewhat convincing for his situation. It’s hilarious. I had to mirror screenshots of the video since the person in the video was left-handed. **LINK VIDEO**
* I drew this most of this comic **to TOOL (95%) and Acid Bath (5%).**
* A major motif song for Shotgun was **Culling Voices** by TOOL. Angsty, bleak, sad, vulnerable, and pretty. The lyric “Don’t you dare point that at me” refers to guns in this context.
* I predicted this would take 60 pages, but it only took 51. Drawing took 6 days.
* This time round, I did a great job taking small breaks to prevent burnout and completed inking in a surprisingly short time (4-5 days).
* During the fourth day of drawing, I developed a stomachache so bad I had to stop drawing after four pages. The silver lining is that it inspired some poses for John on his side. I also got pink eye the following day and drew for as long as I could stand it, but inevitably had to take a few days to recover from that after.
* The number for the other pill was provided by **@aresomedoodles.** Other suggestions from included 74, 60, 23, 17, 34, 50, and 5. I really drawn to having a 5 somewhere. My original vote was for either 64, 50 or 5, but 15 just kinda stuck while I was brainstorming the dialogue.

A poison trap creates the immediate urgency to find an antidote. All that is provided are two shotguns with some simple yet cryptic instructions. The backwards 22 gun will fire backwards. The regular 22 gun will fire forwards and release the antidote. It really is quite that simple.