lore

The working title was Target from day one, but I also considered the Armenian word t’irak’ (թիրախ) for a bit.

Inspiration was pulled from gent1satan’s original SOAD comic “Toxicity”, the Saw franchise, and Tank Girl.

I tried to borrow elements from the original comic (LINK FIRST PAGE) including scorpions, Serj’s 81 marking, blind eye and outfit, Daron’s hairstyle, Shavo’s outfit, and John’s scar and bandages.

I messaged gent1esatan asking them to pick a random number from 1-100 to use for my story. The number 48 was chosen, but I tweaked it to 47 so the 8 wouldn’t repeat with the already established 81.

Thanks to my research on Joshua trees, this story takes place in the Mojave Desert. (LINK)

Shavo’s outfit and overall vibe was inspired by Jamie Hewlett’s version of Tank Girl. (LINK)

The tank I drew is an FV433 Abbot Tank (LINK) pulled from Google images because look how much fun they’re having.

Shavo’s garage/shack in the original Toxicity comic was modified into an underground bunker. (LINK)

The bomb collars used in the game were directly inspired Lynn’s shotgun collar (LINK) from Saw 3.

The comic took exactly one month to complete from initial conception to final inking and touch-ups (9.30.24-10.30.24).

The entire general plot was developed in a day and then only slightly reworked and improvised.

Two rounds of character outfit reference sheets were made and kept on hand while drawing to maintain design consistency.

I listened to nothing but TOOL while drawing the pages (mainly Fear Inoculum and Aenima) and inked to Black Sabbath.

The blue shirt was originally intended to be a much lighter cyan color (LINK) with a small pattern on it, but I reluctantly settled for my turquoise G2 pen shade.

Halfway through the story, my first 0.3 pen “flatspotted” forcing me to break in a second pen to finish the last 10 pages. This pen also died by the end of inking.

Unlike Third Eye, mistakes were patched over with small pieces of envelope stickies.

**Plot Trivia**

In the opening scene, John was originally going to get slashed with the knife on his upper right arm and not acquire the first aid kit. Because of improvisational changes, Andy had to resort to his shirt for wrapping his wounds later on.

The opening scene takes place at night by the way, but I have no idea how to convey that in my style.

Serj desperately giving his shirt to Daron for protection was total improv. Daron was originally supposed to eventually comply and take his jacket.

Serj’s line about the Armenian flag tricolor was borrowed from an interview with Shavo. (LINK)

Originally John was supposed to head towards the exploding bombs out of curiosity instead of going the opposite way.

Originally Andy was supposed to notice that Serj and Daron got picked up in the tank and protest to John that they had cheated. This wouldn’t make sense though because there’s no way he would have known Serj and Daron were his opponents in the context of the story. Also, if he had recognized them, he also would have been close enough to have been rescued too.

Andy getting elbowed and kicked face-first into the ground were last-minute additions. Poor guy can’t catch a break. He also got his first aid kit stolen.

<https://sawfilms.fandom.com/wiki/Shotgun_Collar>

<https://paulagaston.com/visiting-joshua-tree-national-park-in-california/>

<https://youtu.be/dvO8fE52Z6g?si=VA5cryxVKb8gCCTy&t=2035>

<https://colors.artyclick.com/color-names-dictionary/color-names/light-cyan-color>

<https://www.tankamerica.com/product/tier-1-elite-package/>

<https://www.nps.gov/places/000/battleship-bunker-magnetic-method.htm>

ABOUT PAGE

Target (թիրախ) is short System of a Down (SOAD) comic I spent exactly one month on from start to finish (9.30.24-10.30.24). This timeline includes concept sketches of props and outfits, story development, plot and script revisions, drawing and inking, and launching this website. My previous comic Third Eye (100+ pages) was released incrementally through Instagram, but to keep my sanity this time round, I decided to drop this comic in its entirety on 11.1.24 featuring all 40 pages across two posts. It is a suspenseful adventurous story that was inspired by fellow SOAD artist gent1esatan’s original apocalyptic AU titled “Toxicity.” I was given permission to build a brand new story within this world and use its elements as inspiration.

The conflict of this story is mainly driven by the grisly tasks within a series of deadly games and a simple race against time. Unlike Third Eye, the lore for this universe is simple and thus the main premise and first draft of the story was developed in a single day. The final draft of the first chapter sits at just over 10,000 words with a second chapter possibly in the works. Will I make more? Only time will tell. Enjoy the story!

LORE SO FAR

NOTE: The following page contains spoilers.

Because this story is still in development, only a very small amount of lore has been established so far. There are a series of survival games (similar to Saw or Squid Game) that the players in this universe are subjected to. Additional hazards and traps like the blistering heat, scorpions, poisons, bombs, and land mines are scattered throughout the wasteland. Resources like food, water, first aid, shelter, and tools are deliberately scarce. Some players may be well equipped with items and acutely aware of a particular game’s rules including how to win, or be at a complete disadvantage armed with nothing and given no information at all. Not much is known about who or how the game has been orchestrated, but it is generally advised not to interfere or collaborate with other players unless instructed to…

The first game: the player must kill their target before their opponent does or the collar around their neck explodes. The target player assigned matches the number tattooed over the left eye. Once the player kills their target, their collar will release and their opponent’s will detonate.

Other than that, that’s all I’ve got.