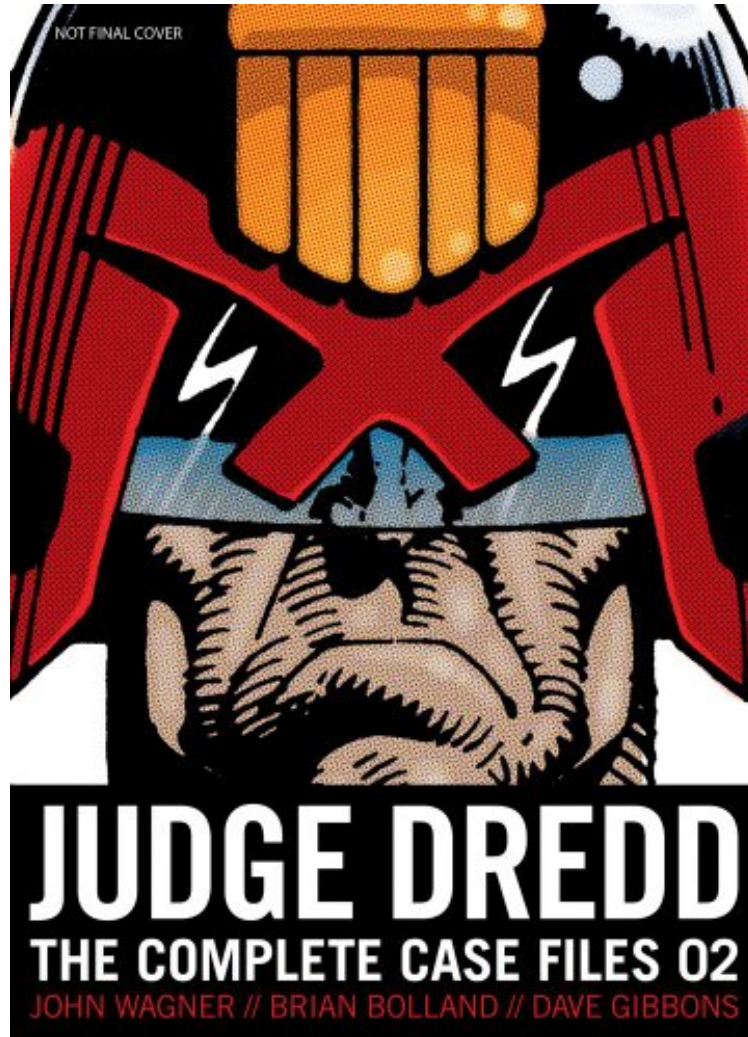


[FREE] Judge Dredd: The Complete Case Files 2

Judge Dredd: The Complete Case Files 2

Pat Mills, John Wagner

*ebooks | Download PDF | *ePub | DOC | audiobook*



[Download](#)

[Read Online](#)

#235176 in Books 2000 AD Model: FBA-|283475 2010-12-07 2010-12-07 Original language: English PDF # 1
10.25 x 1.10 x 7.371, 1.27 #File Name: 1906735999336 pages2000 AD | File size: 36.Mb

Pat Mills, John Wagner : Judge Dredd: The Complete Case Files 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised Judge Dredd: The Complete Case Files 2:

4 of 4 people found the following review helpful. Two Fantastic Story Arcs By David Swan I've been a huge fan of Judge Dredd since the 80s and it ranks among my top favorite series of all times. The reason why is quite simple; Judge Dredd is the very rare example of a series that does everything right. I've reviewed a lot of books and a whole lot of comic compilation and there are almost always strengths and weaknesses to a writer's skill set. Some writers are great at coming up with ideas but not so great at story plotting. Or a writer might excel at plotting and pacing but lack in writing characterization. Judge Dredd nails EVERYTHING; pacing, plotting, characterization, dialogue, creativity, you name it. There is a brilliant mixture of action, humor, satire and some emotion. The only complaints I can see is

that the stories are in black and white (as originally presented) and some of the art is on the rough side. American comics tend to have a slicker, more polished look but the art here has a very organic, energetic charm. The styles of artists like Brian Bolland and Mike McMahon are radically different but none of them are bad. McMahons art is particularly rough but includes a tremendous amount of detail and the movements of characters look authentic. It also works well given nature of the story. The first half of the book is the brilliant 25 chapter The Cursed Earth saga. Judge Dredd and a small group need to travel all the way across the Cursed Earth between the massive east coast Mega City One to the west coast Mega City Two to deliver a vaccine and stop a massive plague. He heads out in the awesome Killdozer along with Spikes Harvey Rotten, who was introduced as a villain in the previous book. The story has a very Road Warrior type feel to it, a movie which came several years after this comic was first published. Judge Dredd gets no rest following the Cursed Earth saga and it immediately moves into The Day the Law Died and the Judge Caligula story arc. This was one of my all-time favorite Judge Dredd stories when I was much younger. The psychopathic Judge Caligula manages to seize the position of Chief Judge and put Mega City One at risk of extinction. I love the concept of the Judge Cal story and I even have figurines of Judge Cal and Fergee which Ive owned for decades but I confess that the Cursed Earth saga is better written. John Howard reuses a lot of ideas within the story, in particular Judge Cal calls for the execution of all Mega City One citizens three separate times. Its also a little disorienting when every chapter seems to have a different artist. Cal has a basic look with blond curly hair but the artists all render him differently. On the other hand, this is a story I remember distinctly even from three decades ago and its definitely one of the all-time great Judge Dredd story arcs. There are a few shorter stories at the end, most notably the three-part DNA man. Besides the similarities to the Road Warrior, which Judge Dredd predated I also see some cyber punk type plot points which is amazing since the term cyber punk wasnt coined until 1980 and these stories were published in the late 70s. Obviously cyber punk existed prior to the genre was given a name but Judge Dredd was clearly an innovator rather than an emulator. This is another terrific volume that I highly recommend. 4 of 4 people found the following review helpful. In this volume, the writers begin to hit their stride. By WryGuy2 "Judge Dredd: The Complete Case Files 2" is the second sequential volume starring "Judge Dredd", the venerable English comic book hero, who has been in print, in one form or another, for well over 30 years. For the most part the series is set in the future in Mega City 1 (nominally New York City and the a portion of eastern seaboard). Judge Dredd is the most well-known (and most feared) of the Street Judges, lawmen who are empowered to arrest, judge, and sentence anyone they find guilty of a crime. Each story runs to a maximum of about 8 pages (due to the fact that they originally ran in a weekly science fiction anthology), but in this volume, most of the short stories are linked into larger, broader story arcs. In fact, most the book is taken up by two large arcs, "Cursed Earth", where Dredd has to go cross the continental former United States to deliver some life-saving serum to Mega City 2, and "The Day the Law Died", where a meglomaniac judge usurps control of Mega City 1, and Judge Dredd has to restore law and order. The stories, while still somewhat heavy-handed and simplistic at times, show clear improvement over volume 1, as the writers more comfortably flesh out the character of Judge Dredd and his world. While volume 1 was entertaining in its own right, volume 2 is much better and much more representative of Dredd and his world. As I also noted in my review of vlume 1, Judge Dredd is often not likeable, but his moral compass for right and wrong is unwavering, and at times, it's intentionally too unwavering. The tales have humor, pathos, irony, and a lot of action. If you're a Judge Dredd fan, this collection should be on your bookshelf. Five stars. 0 of 0 people found the following review helpful. Dredd Travels the Cursed Earth! By Miquque. By the time we get to the second collection of Judge Dredd, a featured tale in the anthology weekly comic "2000 A.D.", the stories begin to shape up and become more consistent. This collection does not feature art by co-creator Carlos Ezquerra. I first fell in love with Dredd due mainly to King Carlos' pen-and-ink art, all presented in glorious black and white. The same monochrome is seen here, the ink flowing from such fantastic talents as Brian Bolland, Mike McMahon, Dave Gibbons ("Watchmen" co-creator!), Brendan McCarthy and rockin' Ron Smith. All the artists are outrageously good, the only critique is that Dredd himself looks different as interpreted by each artist, but it's easy to sort that bit out. "Case Files 2" is Dredd's first foray into the Cursed Earth, the atomic wasteland left after war, with only the Mega Cities safe zones of dense population and "normal" humans. All who live in the Cursed Earth have been affected by radiation and other hazardous materials, and considered "mutants" by city-dwellers. The history of Dredd's time is presented here, in raw form. After all, we readers are just being introduced to the world of Dredd as it is being created. Obviously, there was a huge amount of work done on the back story and history before the first prog hit print. Most of this volume is written by Pat Mills, who was the first editor of "2000 A.D." and worked closely with the creators, John Wagner and Carlos Ezquerra. Do not expect precise consistency in the first five or six volumes, even though they are darned good at maintaining consistency for the most part. Even so, even minor characters (such as the robots Snap, Crackle and Pop) may well be important in other tales. The robot trio mentioned, for example, are important in "Origins" - a tale told after another thousand or so 8-page stories. (The complete Dredd Collection runs Eighty volumes!) As always, Dredd is no funny-book, it is intended for early teens on up through us elderly types. As with "Origins" or any other Dredd volume, it is a great tale to be read by the whole family with the intent of discussing the issues raised by the stories. It is no fairy tale, some of the stories are quite unpleasant. Each one does inspire creative thinking, and makes us consider the why and how of how we humans use Law to form society. Best of all, it's

an ongoing adventure in a dystopic future with lots of action and weird creatures. Probably best to buy three or four volumes at a time (to get the free shipping!).

Judge Dredd is judge, jury and executioner; a merciless far-future lawman delivering justice with an iron fist on the mean streets of Mega-City One. This second collection of his collected adventures sees the start of some of the characters most significant story arcs. One character has dominated the UK comics scene. He is judge, jury and executioner; a merciless far-future lawman delivering justice with an iron fist on the mean streets of Mega-City One. He is Judge Dredd! US readers can discover the roots of this legendary character in this vast a thrill-packed series of graphic novels, which collect together all of Dredd's adventures in chronological order.

About the Author John Wagner is the co-creator of Judge Dredd, Strontium Dog, Ace Trucking Co. and Button Man, amongst many others, for 2000 AD. His graphic novel A History of Violence has been adapted into a critically acclaimed hit film by David Cronenberg. Pat Mills is the creator and first editor 2000 AD. For the Galaxy's Greatest Comic, he is the writer and co-creator of ABC Warriors, Finn, Flesh, Nemesis the Warlock, Slaine, Mach 1, Harlem Heroes and Savage. He also developed Judge Dredd and wrote one of the early Dredd serials-'The Cursed Earth.' He wrote Third World War for Crisis!, a politically-charged spin-off from 2000 AD, and Black Siddha for the Judge Dredd Magazine. He has recently completed 'Slaine-The Books of Invasion' for 2000 AD. Outside 2000 AD, he is the writer and co-creator of the long-running classic anti-war story Charley's War, as well as Marshal Law. He has also written Batman, Star Wars and Zombie World series for the US market. Currently Mills is writing the best-selling series Requiem- Vampire Knight for Editions Nickel of France with artist Olivier Ledroit, and a spin-off series, Claudia- Vampire Knight, with artist Frank Tacito. Two further French series are in production. Brian Bolland is one of the most celebrated artists in the Western comics industry. His iconic work on Judge Dredd included the co-creation of one of the characters' most notable foes, Judge Death. Brian is best known to US readers for his ground-breaking work with writer Alan Moore on the one-shot Batman: Killing Joke graphic novel. Dave Gibbons is one of 2000 AD's most popular artists, having created Harlem Heroes and Rogue Trooper. He has also pencilled A.B.C. Warriors, Dan Dare, Judge Dredd, Mega-City One, Ro-Busters, Tharg the Mighty, Tharg's Future Shocks and Time Twisters, as well as having scripted several Rogue Trooper stories-making Gibbons one of the few 2000 AD creators to have served as writer, artist and letterer! Beyond 2000 AD, Gibbons is unquestionably best known for his work on the award-winning classic Watchmen (with Alan Moore,) but he has also pencilled Al, Batman Doctor Who, Give Me Liberty, Green Lantern, Superman, Star Wars and War Story.