



WRITTEN BY **DOUGLAS WOLK** ART BY ULISES FARINAS COLORS BY **RYAN HILL** LETTERS BY **TOM B. LONG** SERIES EDITS BY **DENTON 1. TIPTON** 

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> Judge Dredd created by John Wagner and Carlos Ezquerra Special thanks to Ben Smith and Matt Smith for their invaluable assistance.

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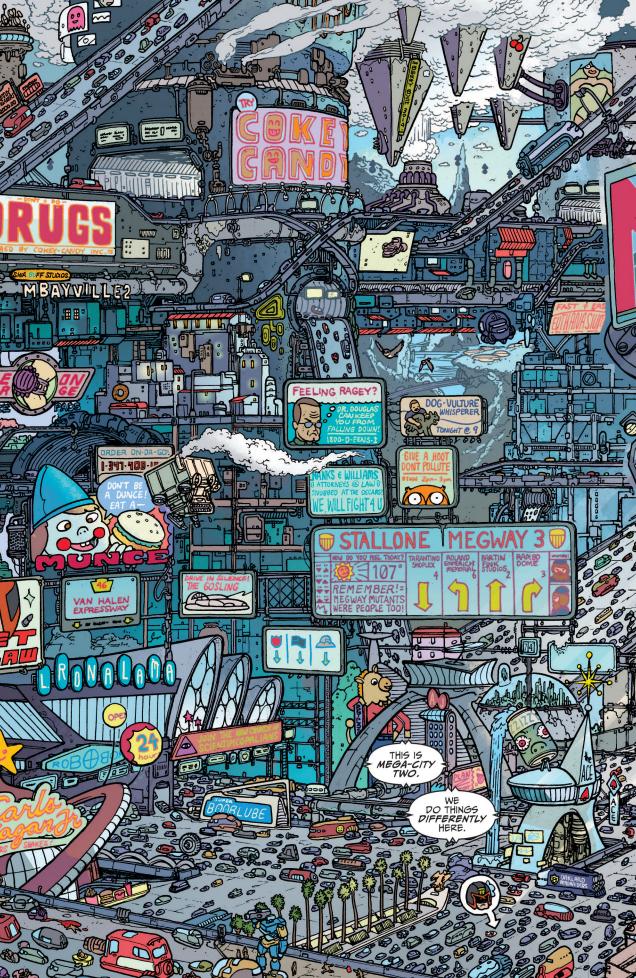
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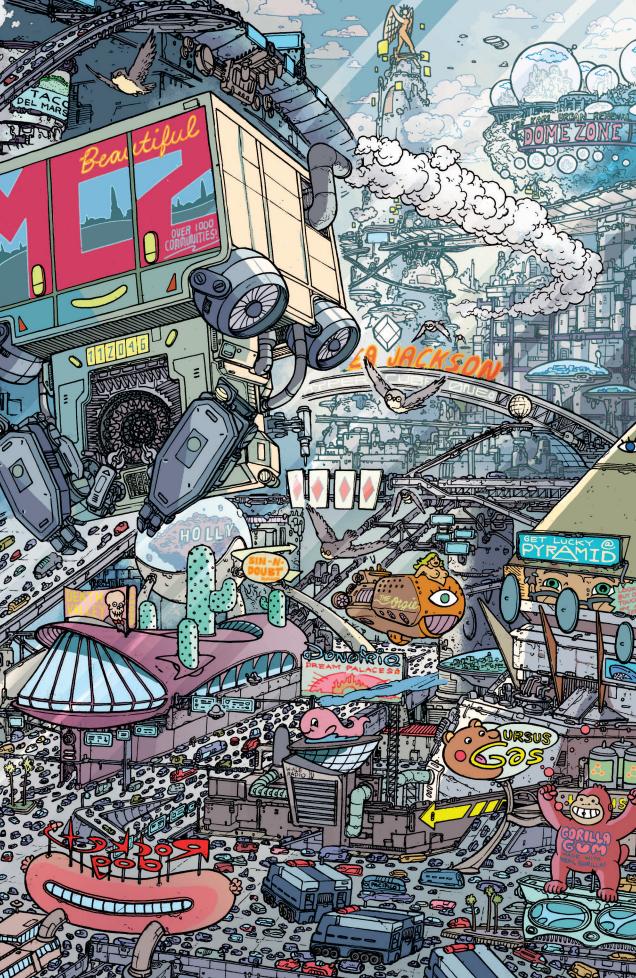


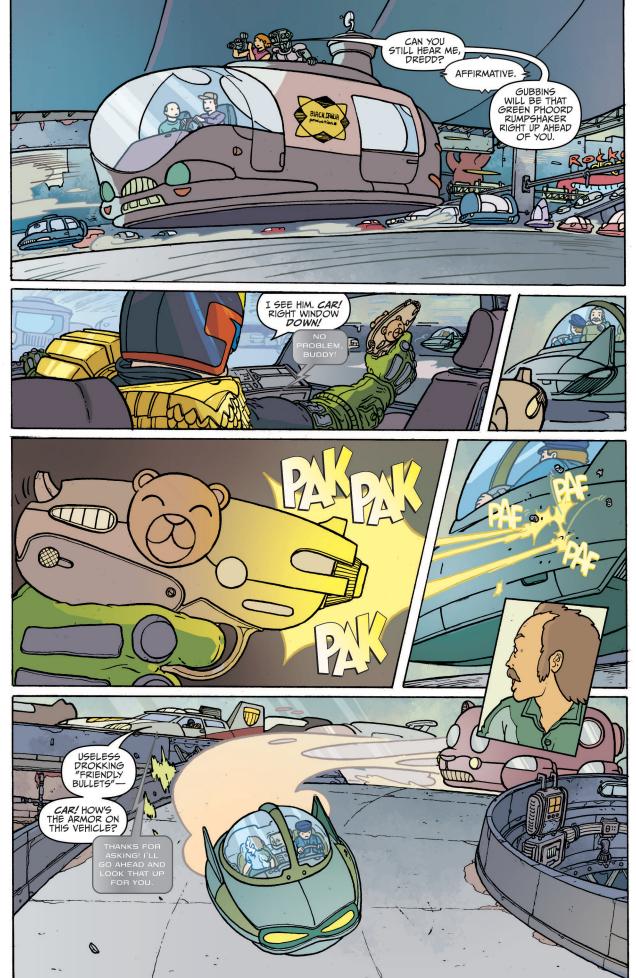
"Setting aside an apocalyptic awakening of the neighboring San Andreas Fault, it is all too easy to envision Los Angeles reproducing itself endlessly across the desert with the assistance of pilfered water, cheap immigrant labor, Asian capital, and desperate homebuyers willing to trade lifetimes on the freeway in exchange for \$500,000 'dream homes' in the middle of Death Valley."

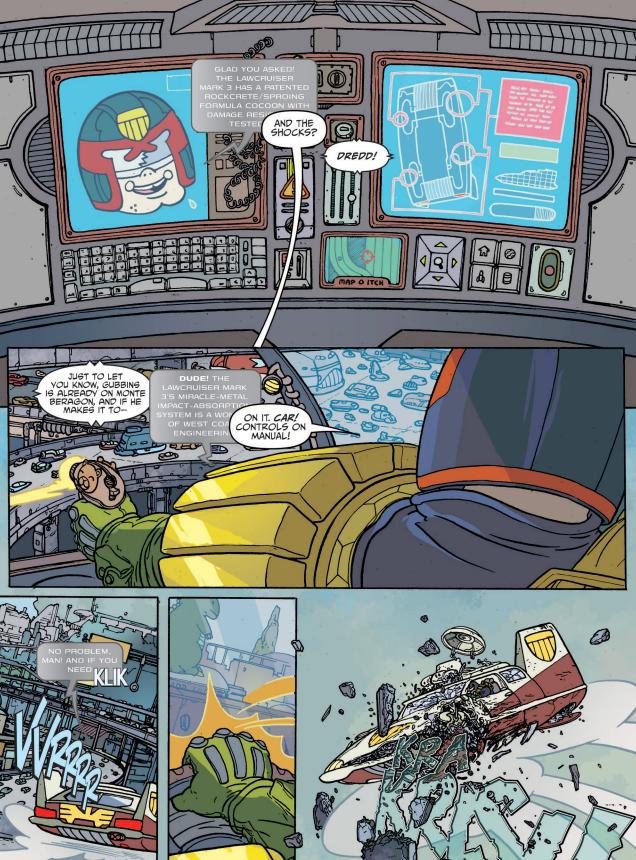
Mike Davis, City of Quartz: Excavating the Future in Los Angeles

















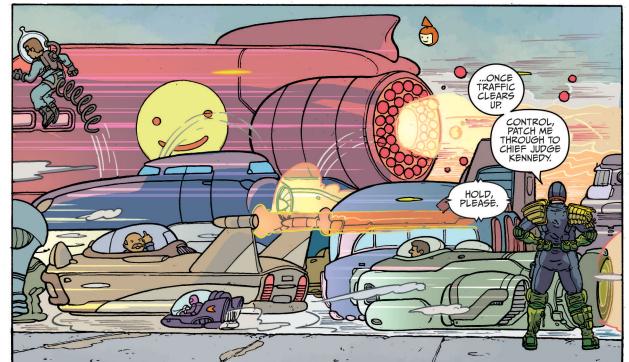
























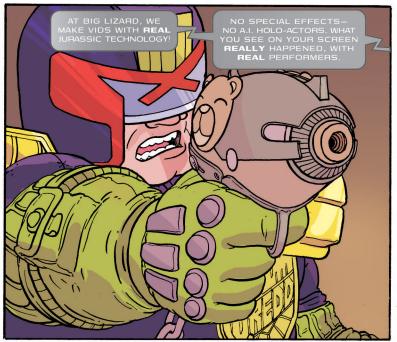
















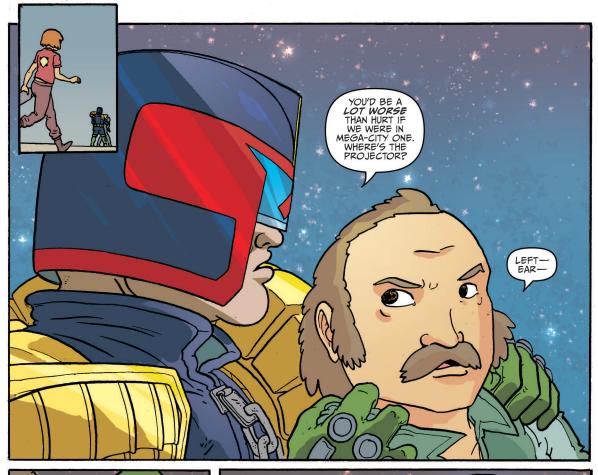




























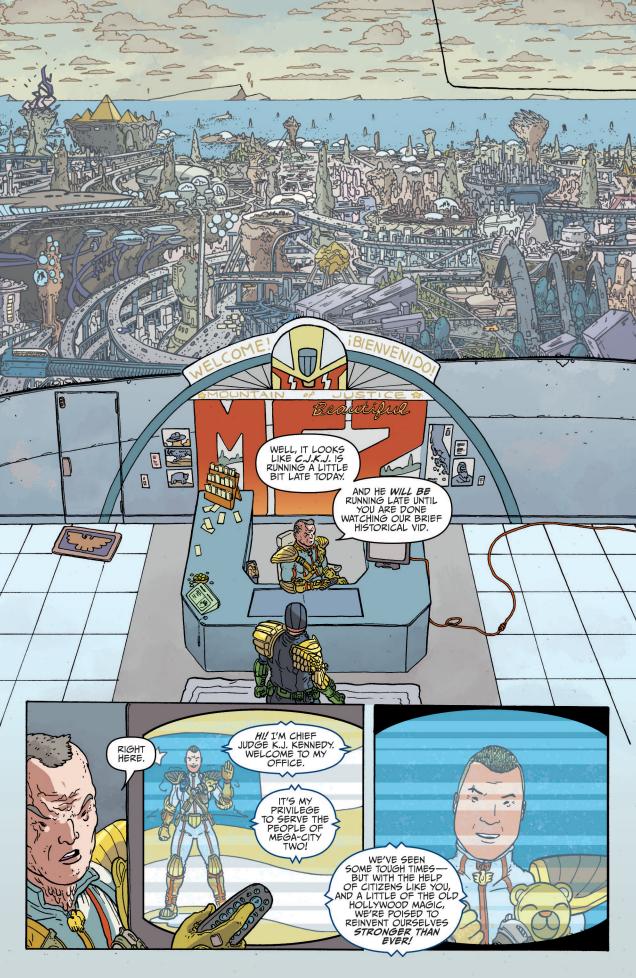










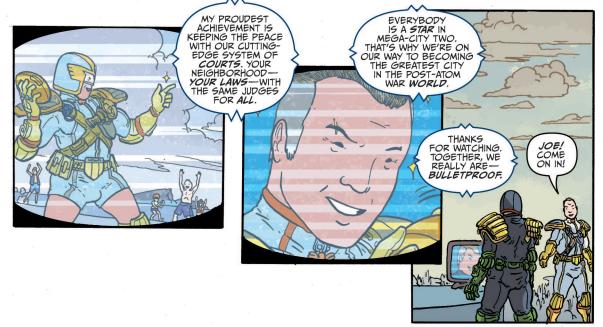














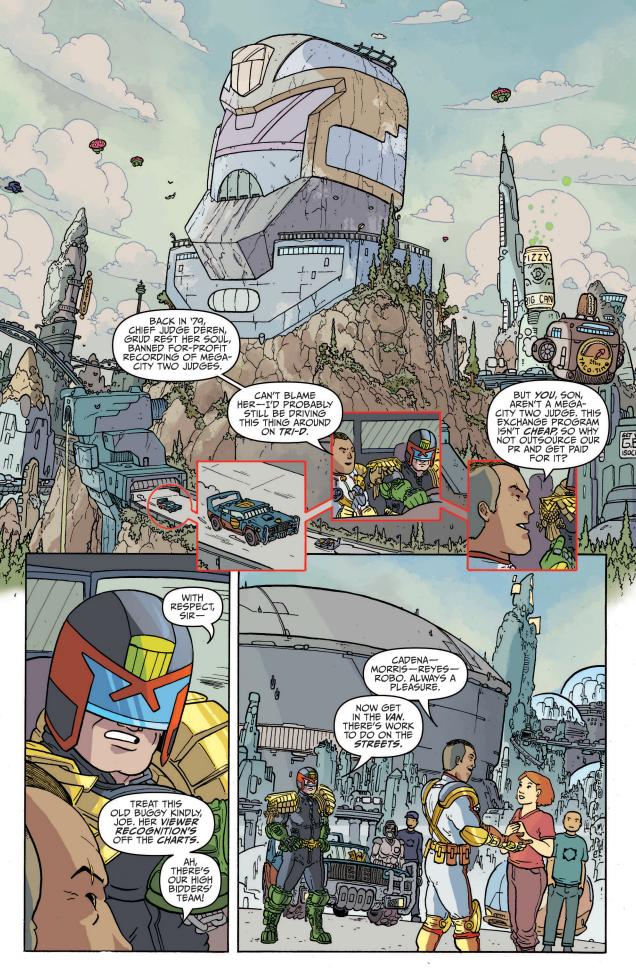


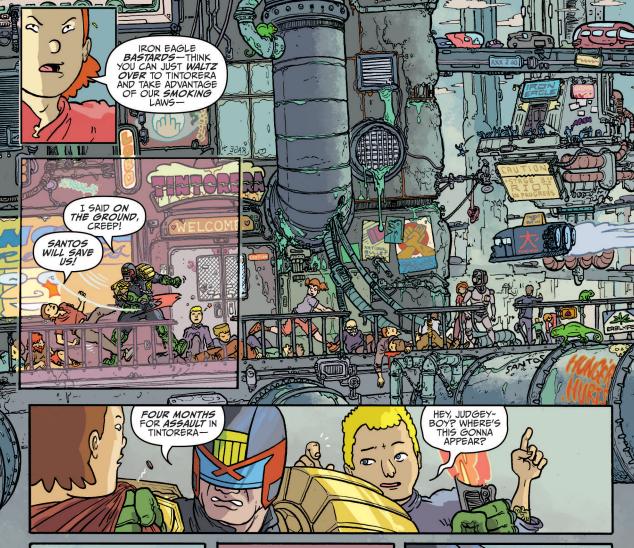


































"The Angels don't like to be called losers, but they have learned to live with it. 'Yeah, I guess I am,' said one. 'But you're looking at one loser who's going to make a hell of a scene on the way out.'"

Hunter S. Thompson, Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs

































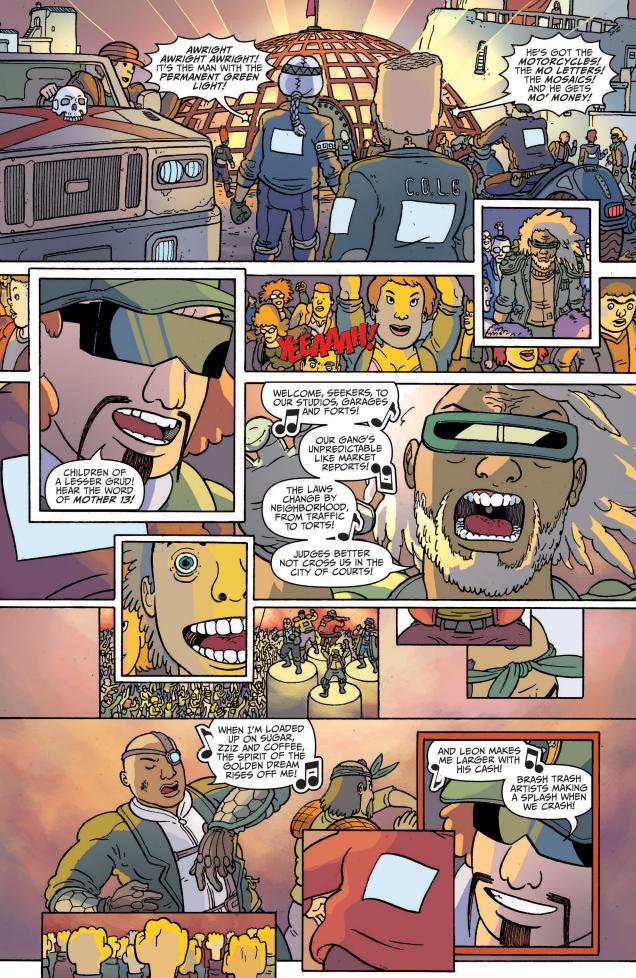
































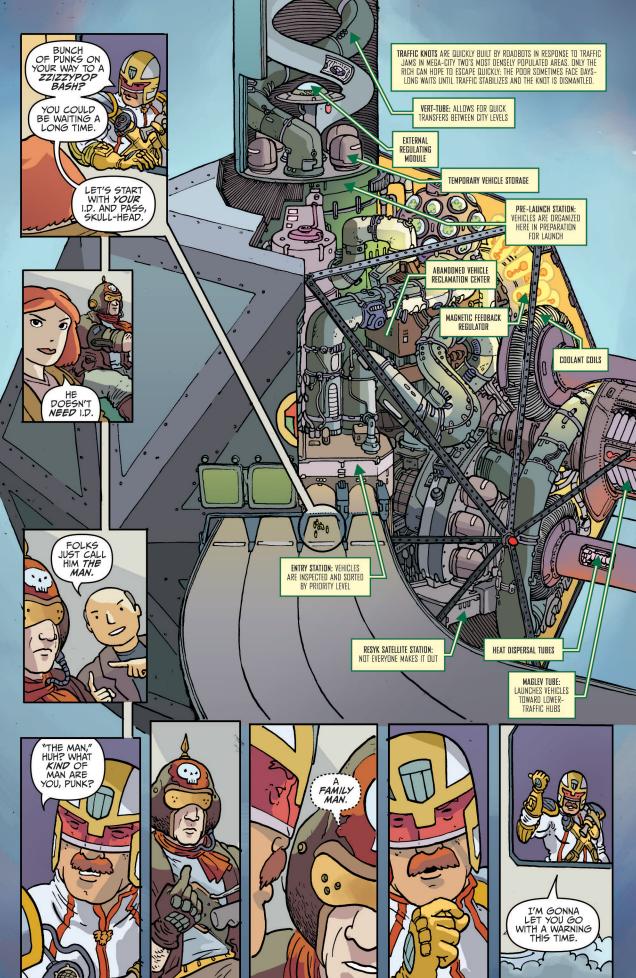


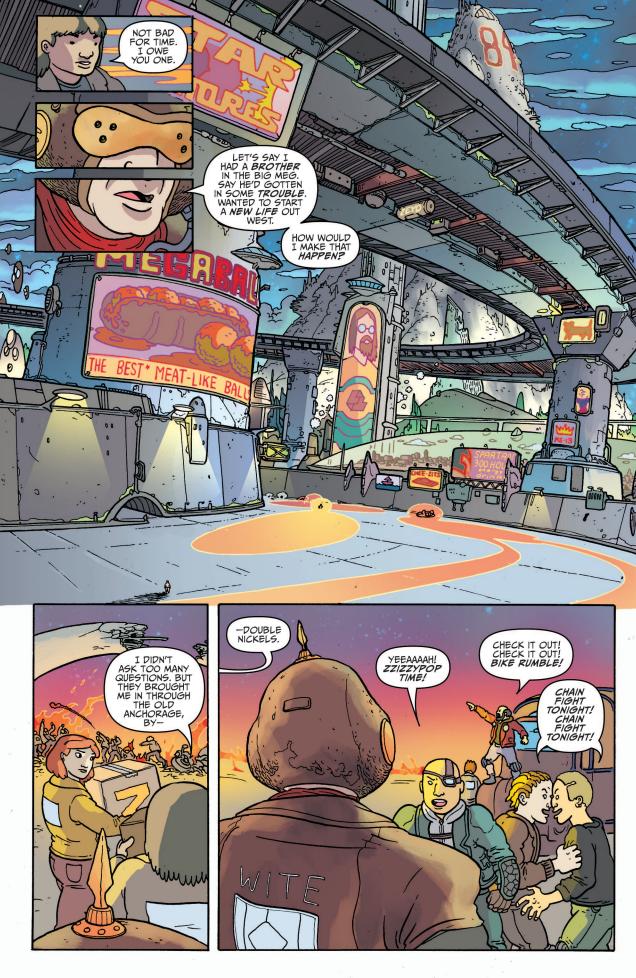










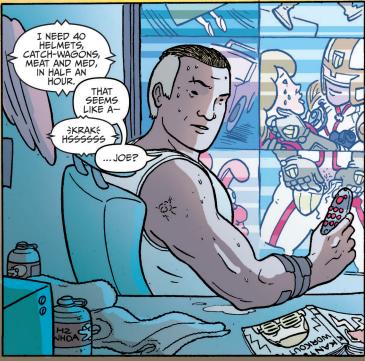














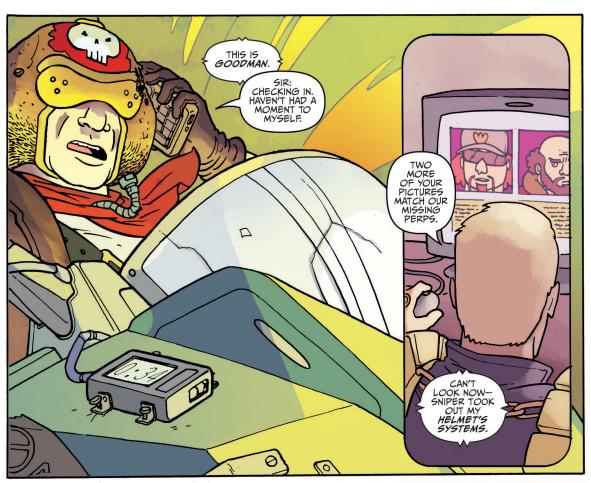








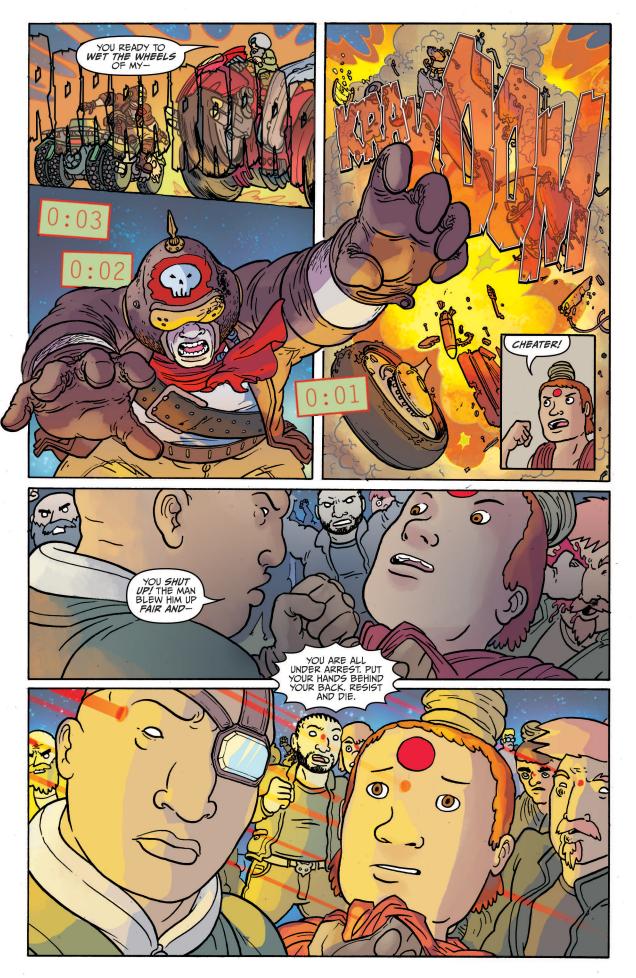


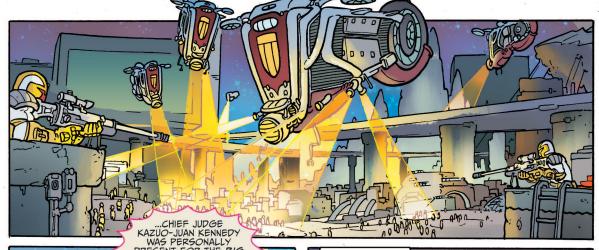










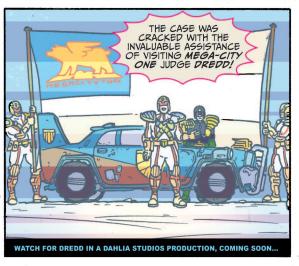




















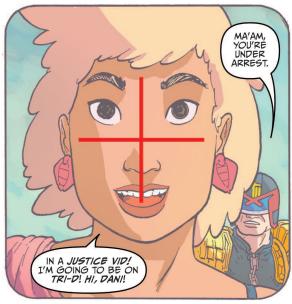
"In the West, it is said, water flows uphill toward money."

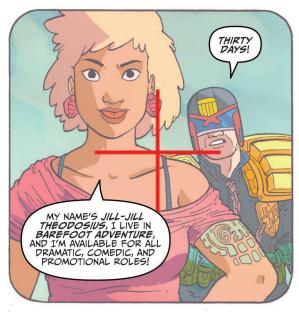
Marc Reisner, Cadillac Desert: The American West and Its Disappearing Water

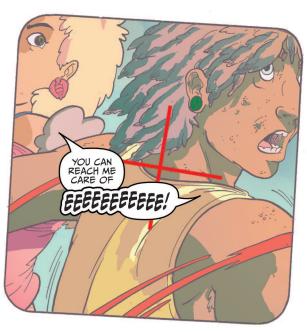






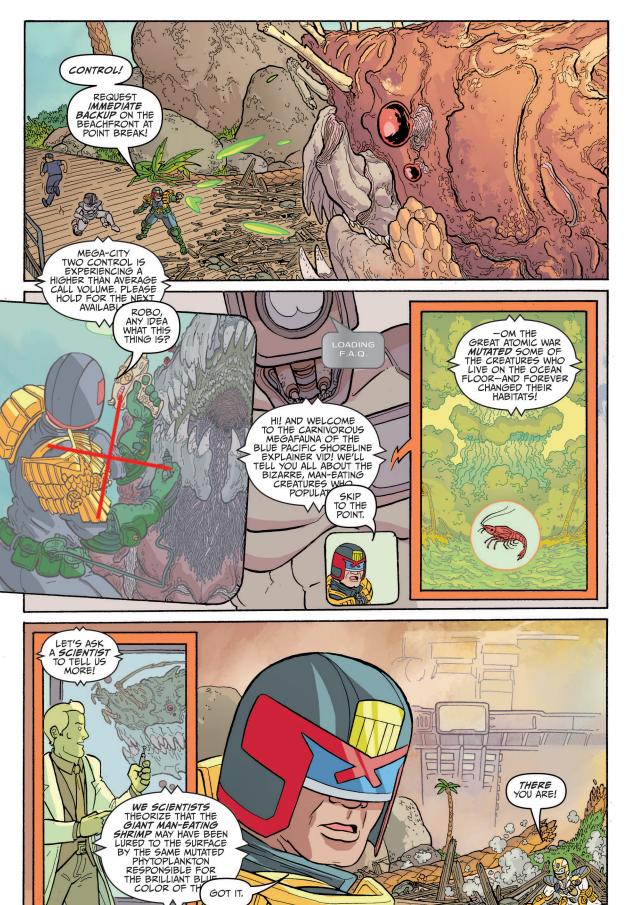




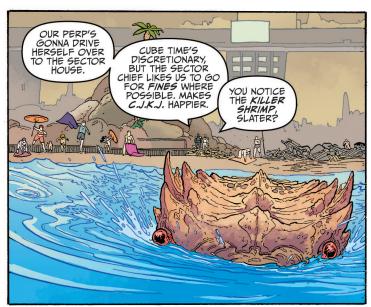








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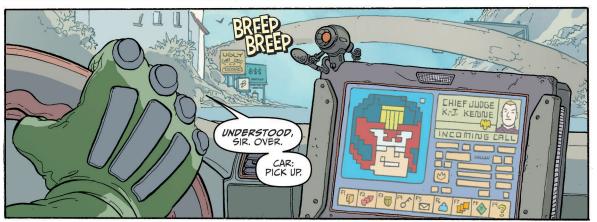


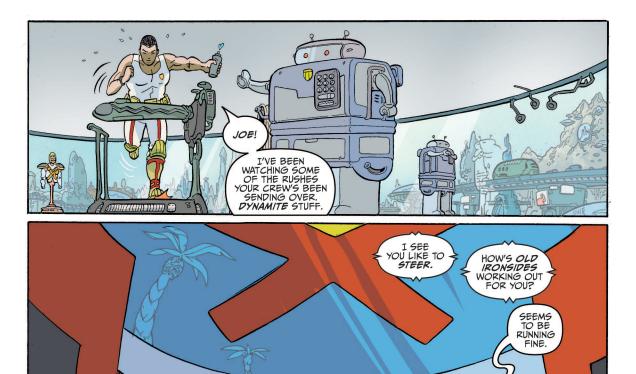




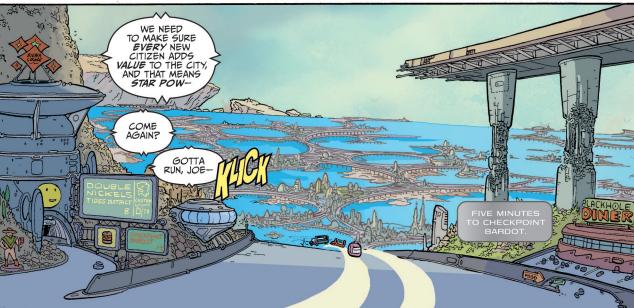










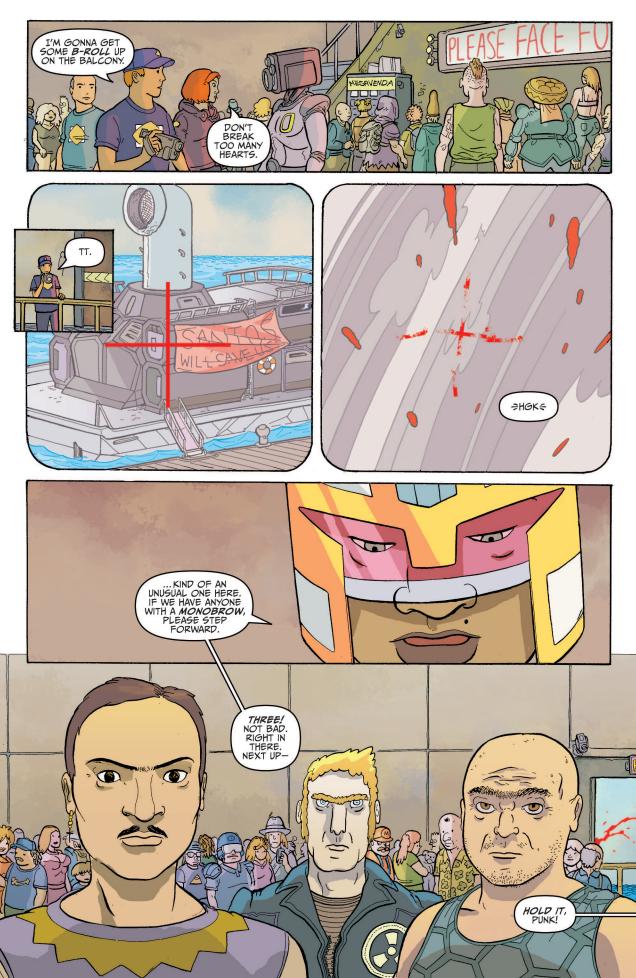










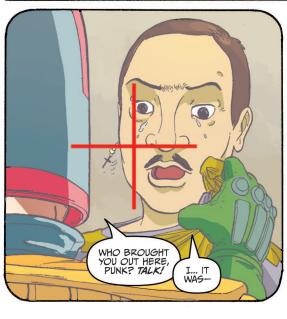


















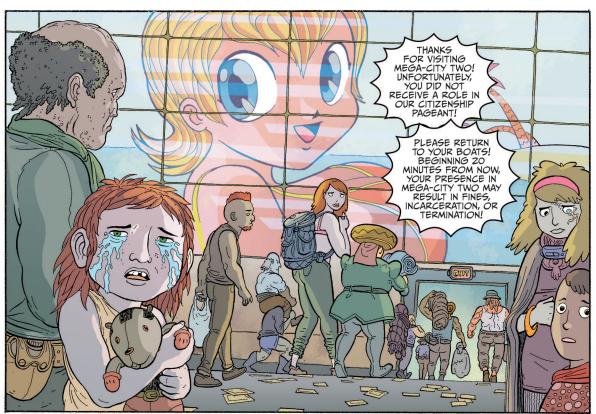










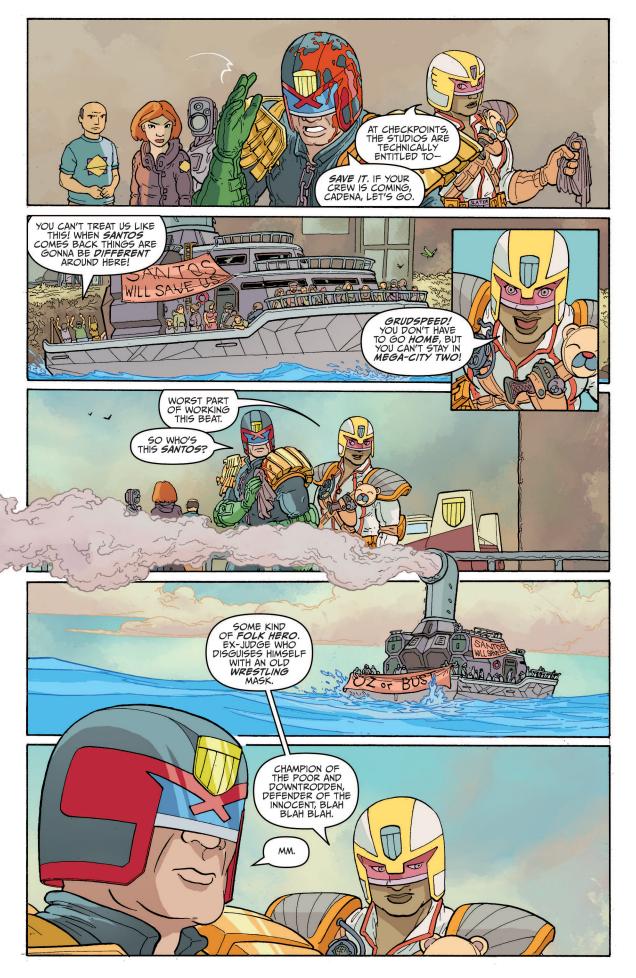




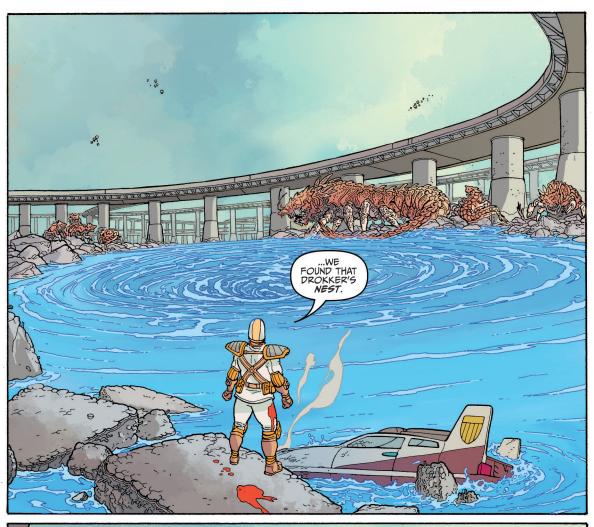




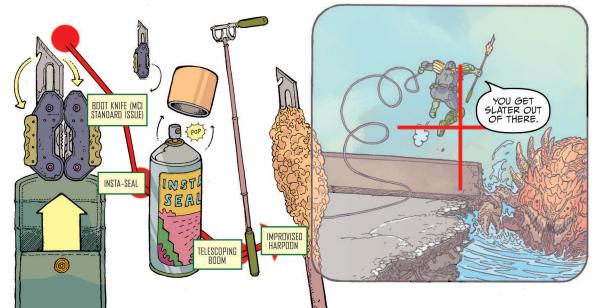


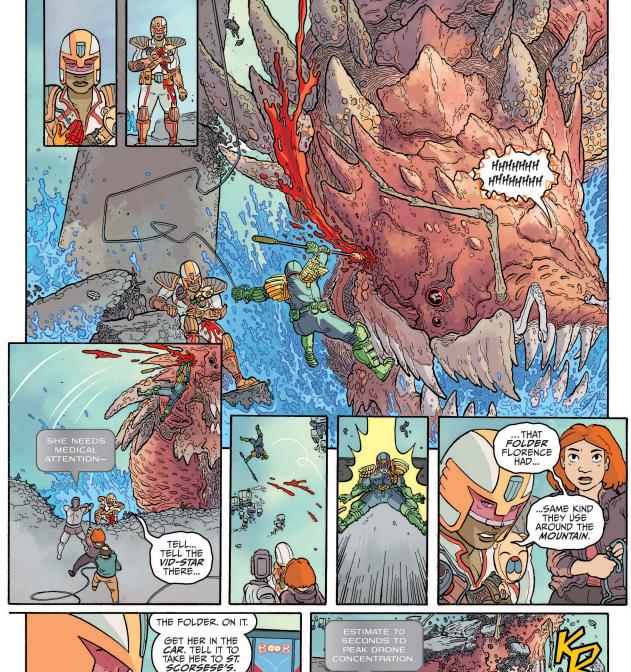








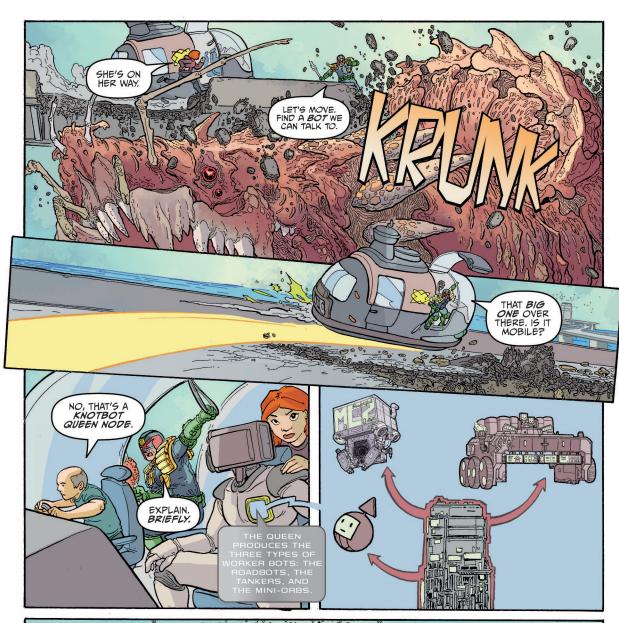




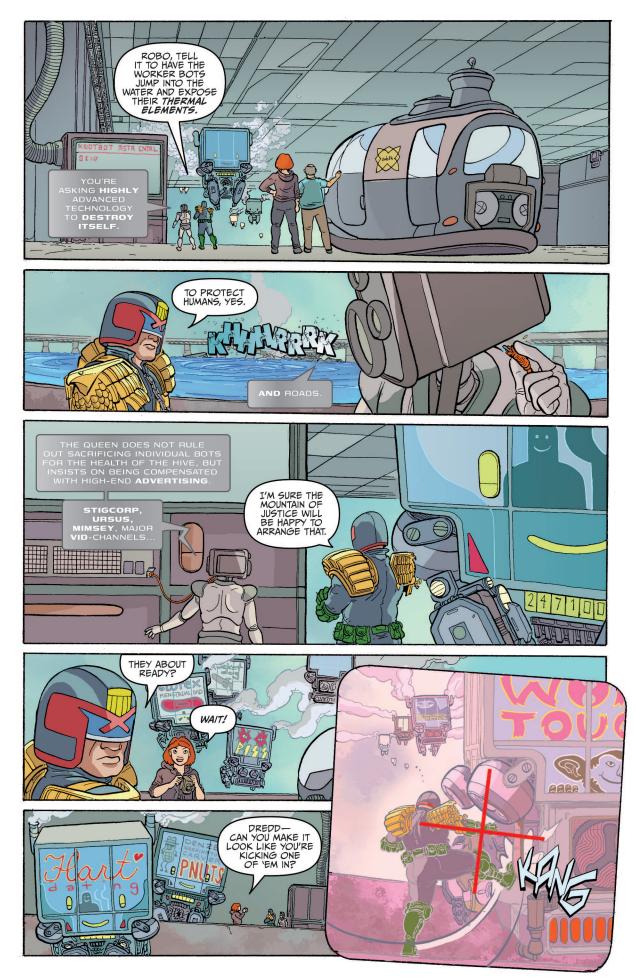


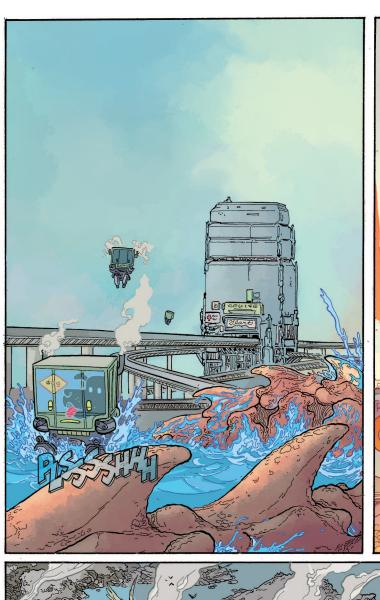


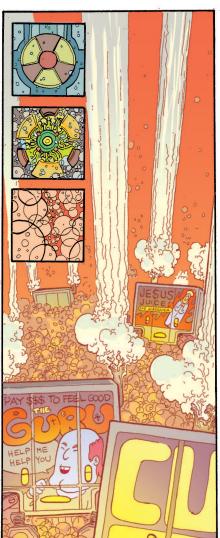


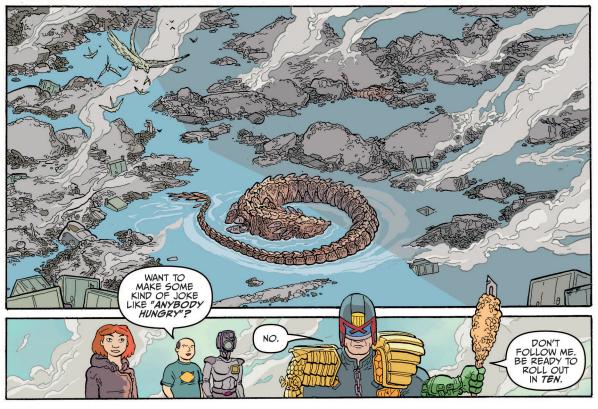


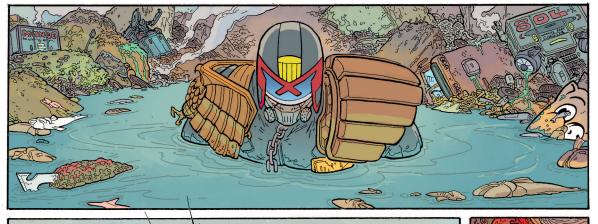


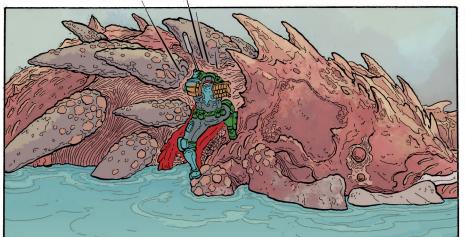












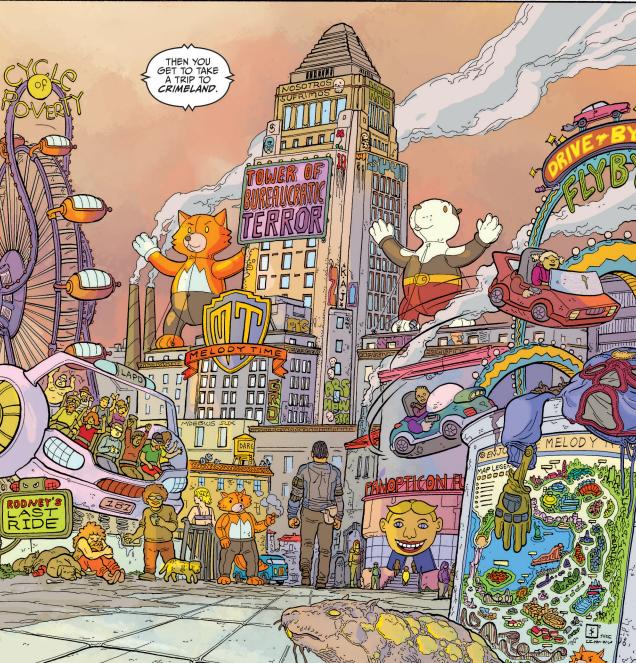




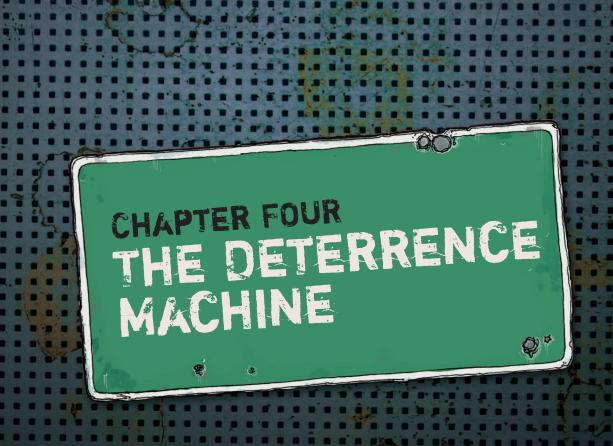












"Disneyland is presented as imaginary in order to make us believe that the rest is real, whereas all of Los Angeles and the America that surrounds it are no longer real, but belong to the hyperreal order and to the order of simulation."

Jean Baudrillard, "Simulacra and Simulations"





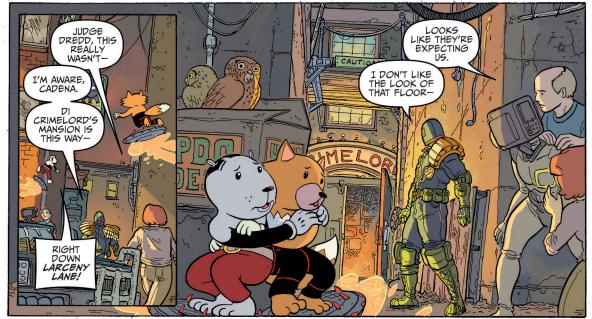






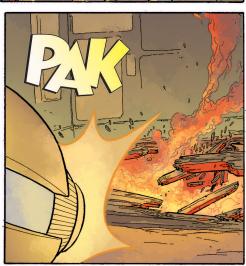




























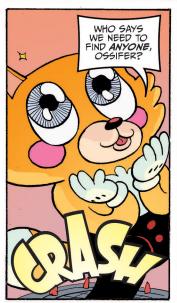




























































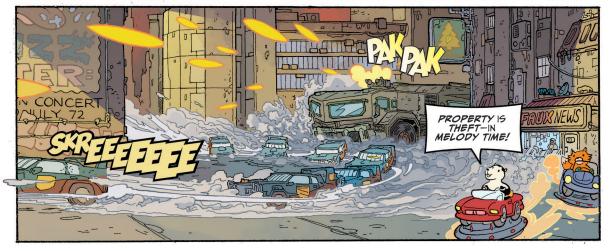


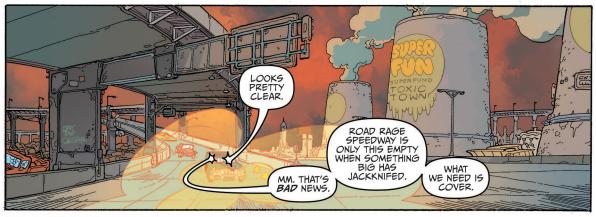




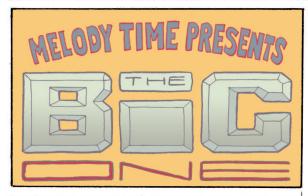






















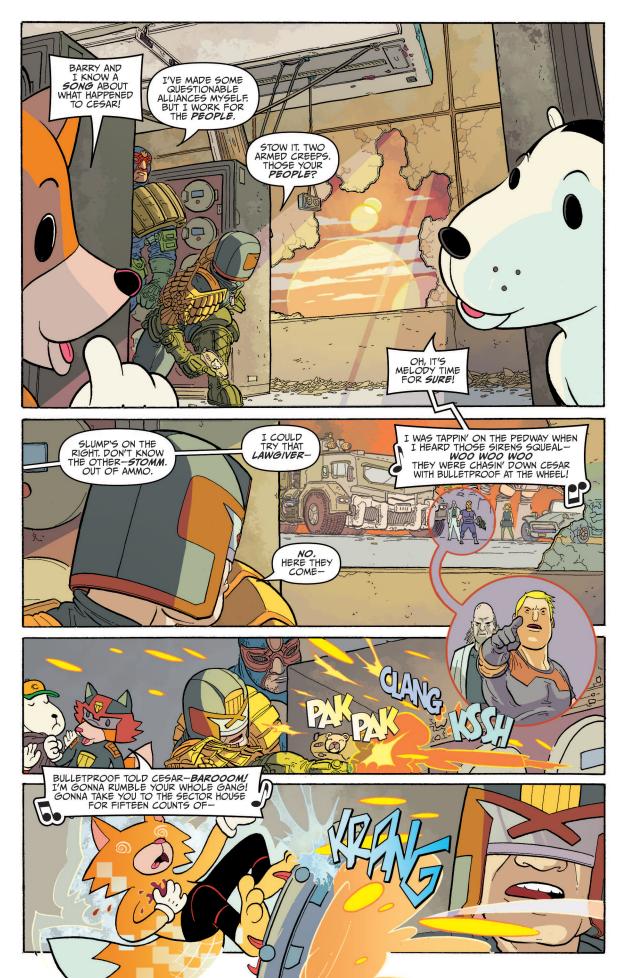




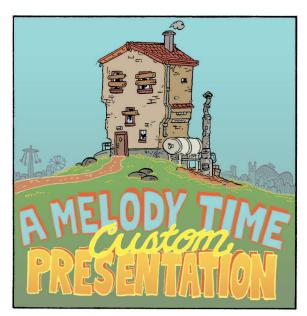








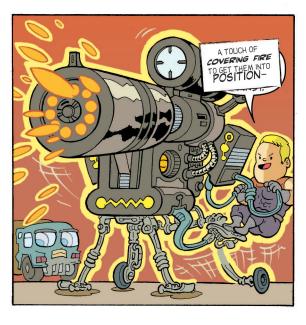




























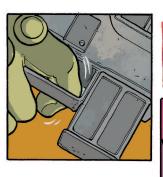




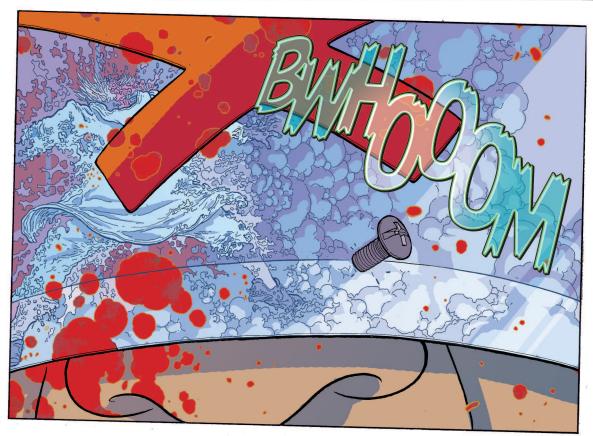






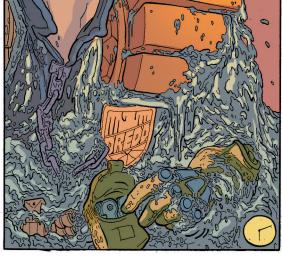


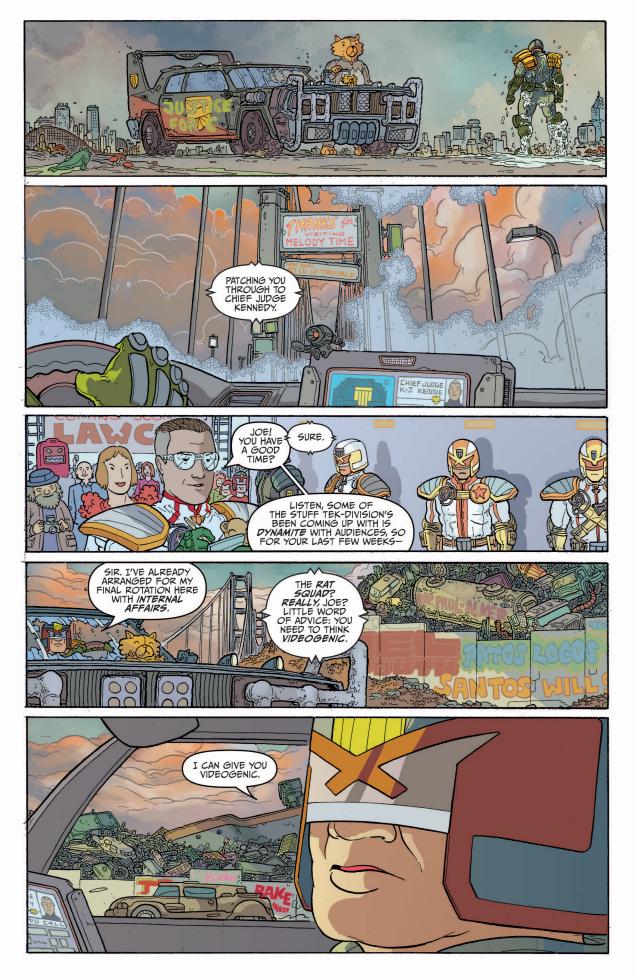
















"Pictures are for entertainment, messages should be delivered by Western Union."

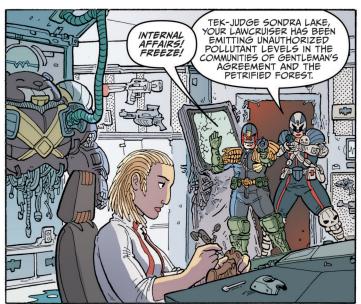
Samuel Goldwyn





















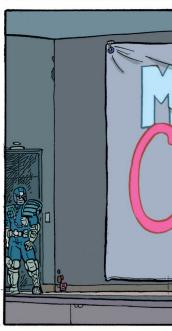












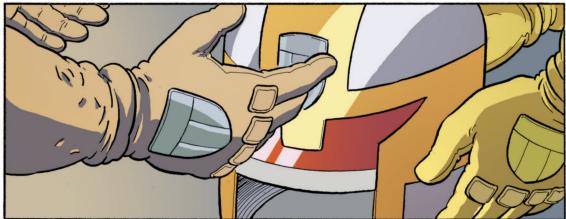
































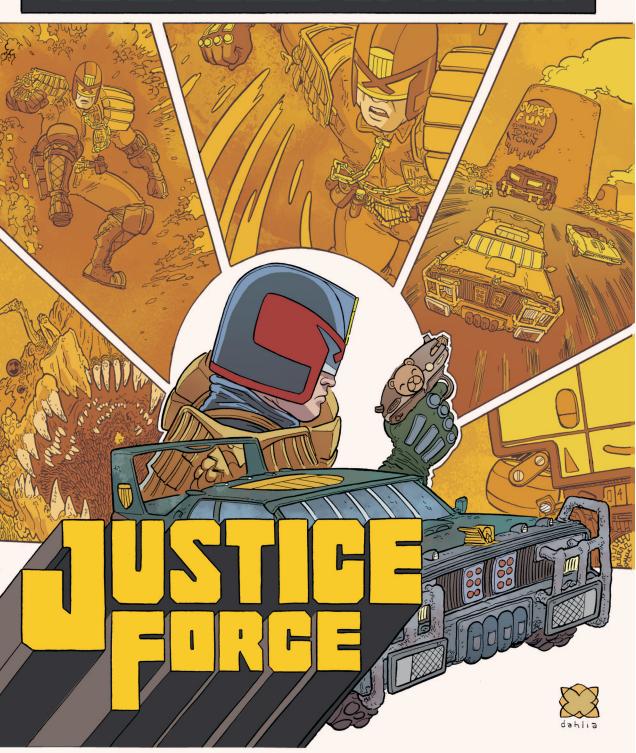






### THIS FALL

THERE'S A JEW LAW IN TOWN













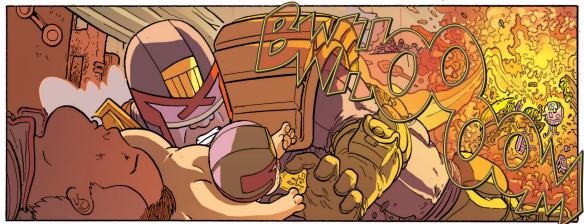








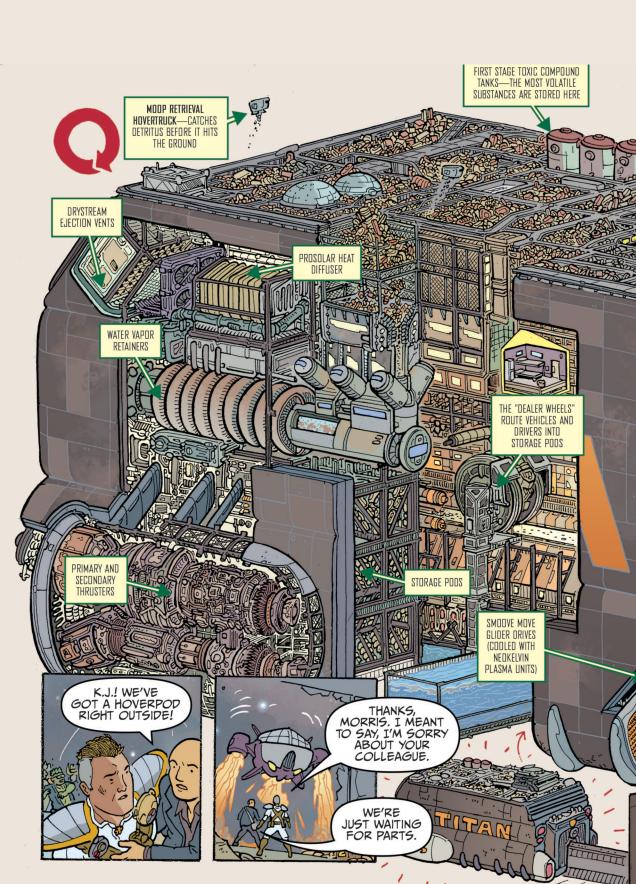


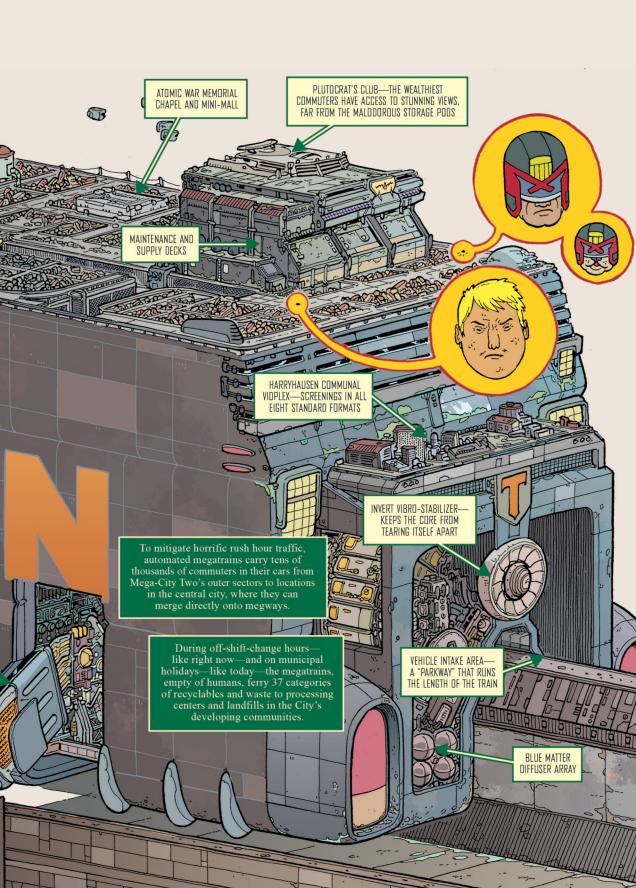




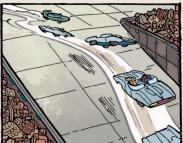






















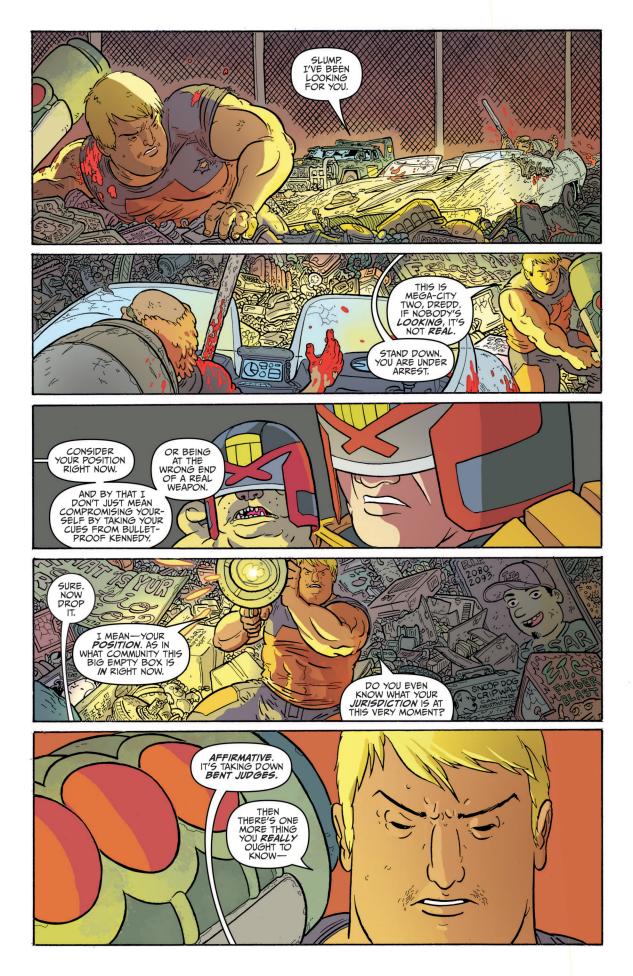


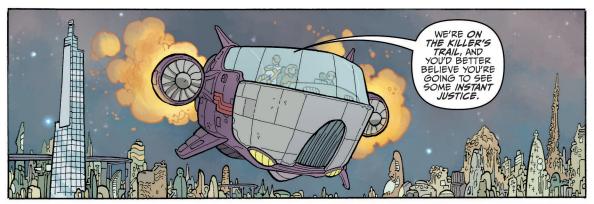


































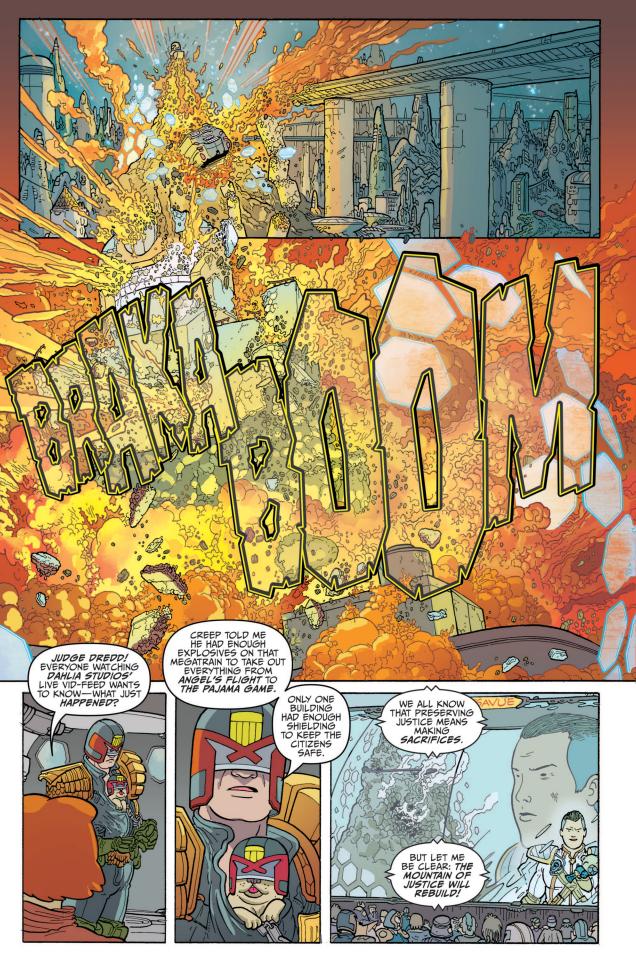


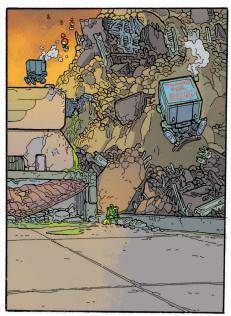




















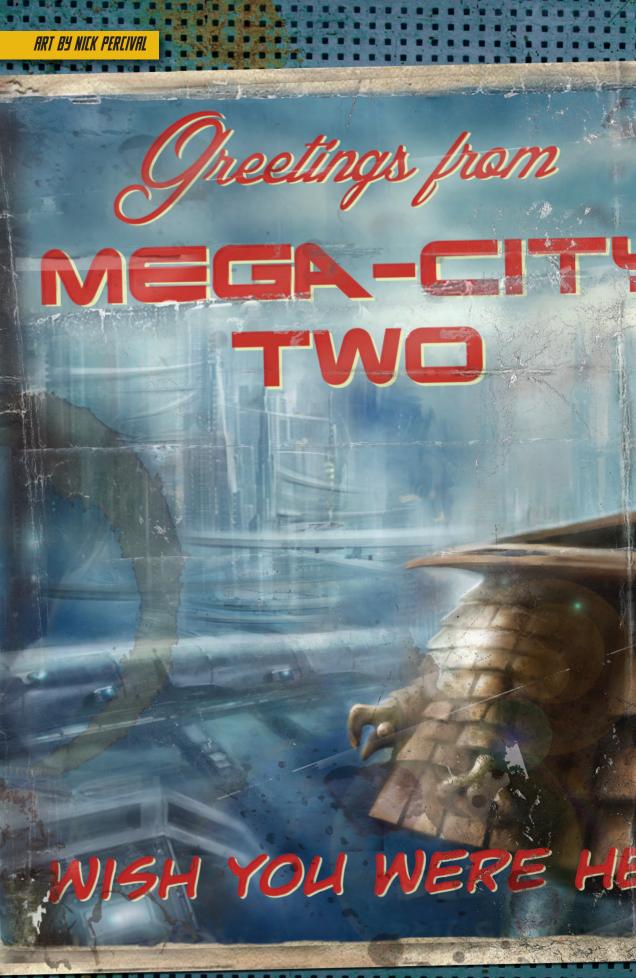






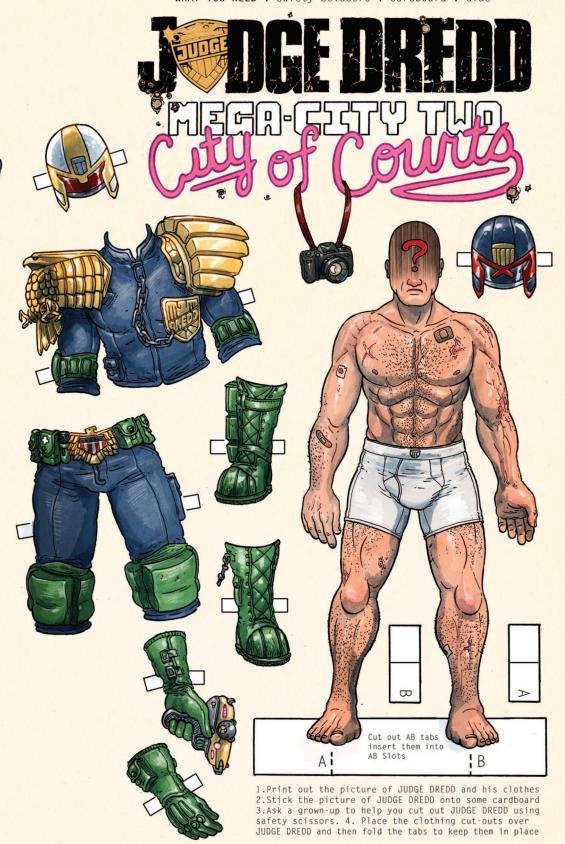


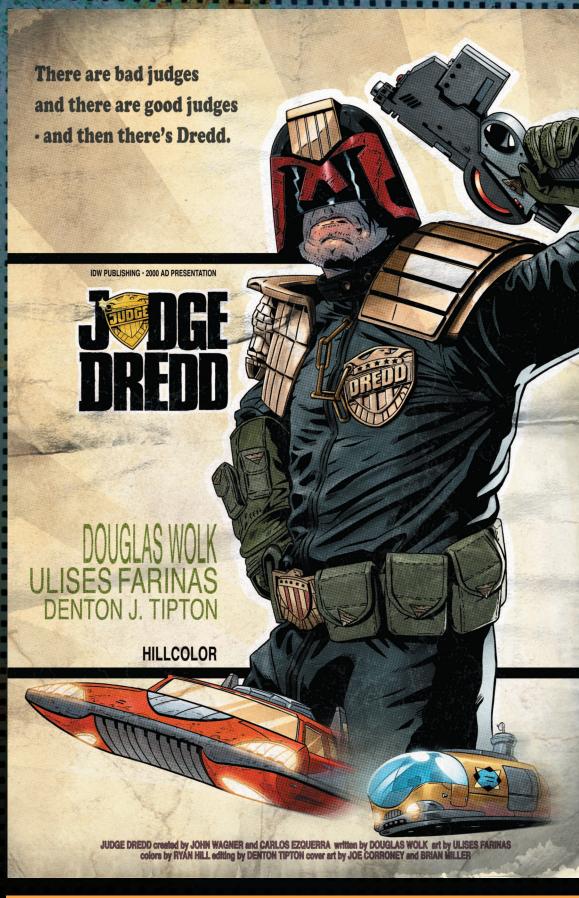


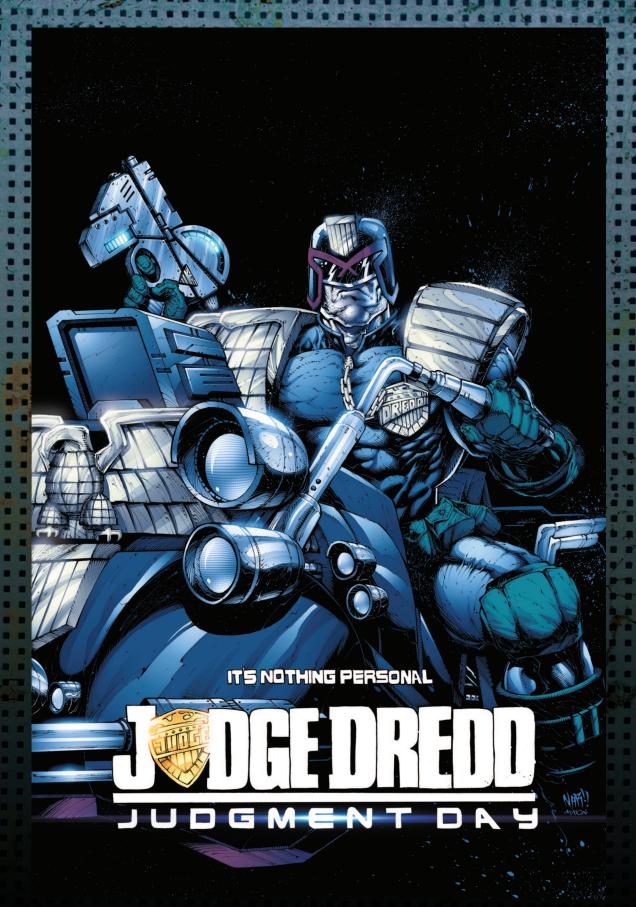






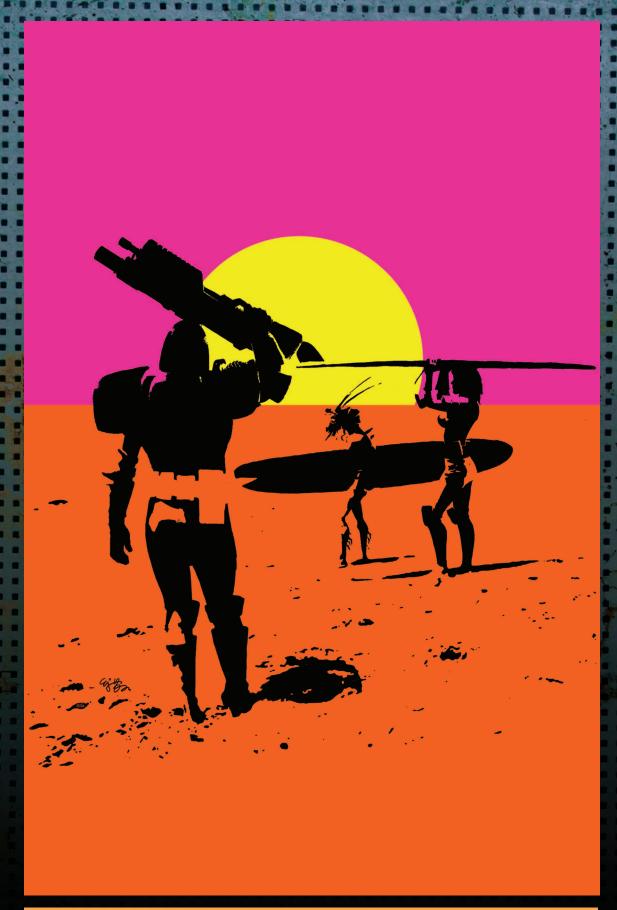




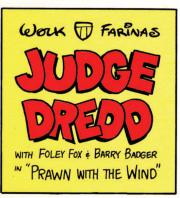




ART BY ULISES FARINAS, COLORS BY OWEN GIENI



# THE COUNTY THE COUNTY











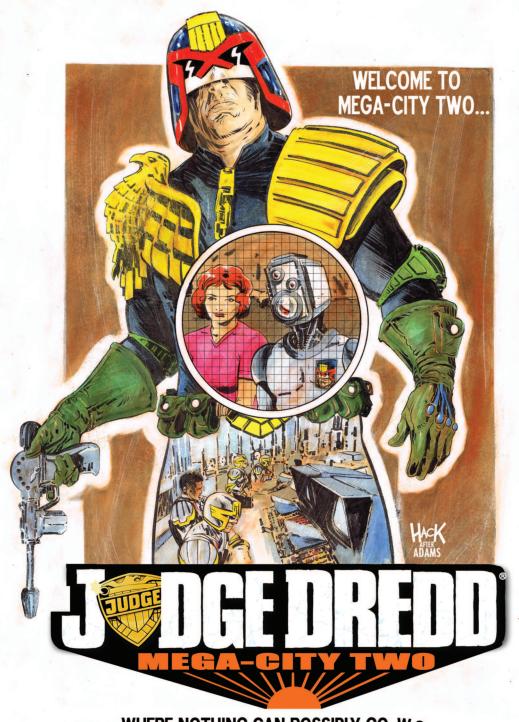
REMEMBER, CITIZENS-CARNIVOROUS MEGAFAUNA LOVE PICNICS, TOO!







JUNIOR CRIME-POPPER'S PUZZLE: WHAT OFFENSES DID YOU SELE FOLEY and BARRY committing??



...WHERE NOTHING CAN POSSIBLY GO WORNG,

IDW Presents
"JUDGE DREDD: MEGA-CITY TWO"
"CITY OF COURTS"

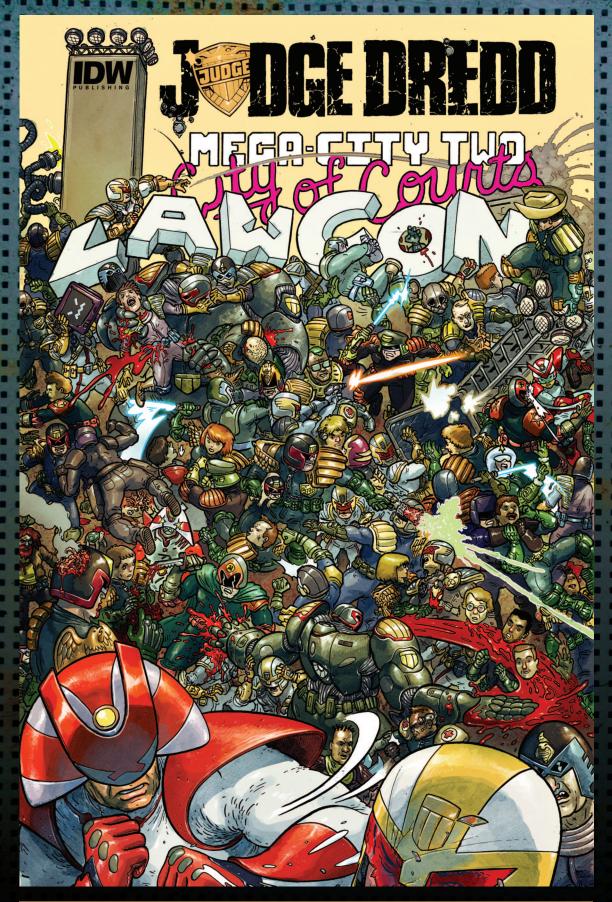
WRITTEN BY DOUGLAS WOLK

STARRING JUDGE DREDD

DIRECTED BY ULISES FARINAS

**IDW** 

COLOR BY
HILLCOLOR



ART BY ULISES FARINAS. COLORS BY OWEN GIENI



## NOTES

### BY DOUGLAS WOLK

### ISSUE #1

"West Coast Swing" was a Californian version of an East Coast dance style (Lindy Hop), and-as I realized once I'd been calling the first issue that for a while-the phrase resonates with John Wagner's "Texas City Sting," a very different sort of "Dredd-in-another-city" story.

Pg. 1: The opening sequence goes for cinematic gestures all the way, since this is our hooray-for-Hollywood issue. (And, in a story about laws that don't apply everywhere, Ulises casually breaks the "180 rule" right on the first page, and it totally works. Love it.)

We wanted to establish right away that something's wrong here-that Dredd is far out of his element-and since he's so closely associated with his mammoth bike and gun, sticking him in a car was an appropriately incongruous image. The wheel-less cars are Ulises' idea; he noticed that a lot of early Dredd stories don't show wheels on vehicles, for some reason, and ran with it. He also worked out how that would function, as well as basically everything about Mega-City Two's road system.

The routine with neighborhoods named after 20th-century movies is, naturally, a salute to the running joke of Mega-City One blocks named after story-relevant 20th-century celebrities. I suspect I picked up the visual representation of overlapping/interrupting dialogue from Howard Chaykin's American Flagg!, the greatest Americaninvented example of dystopian, futuristic urban comics.

Setting the story in 2094 (five years before Dredd's first appearance in 2000 AD) solved a couple of potential problems-for instance, that the MC2 Judges we've seen in stories set later on dress

like their counterparts in MC1. The "five years earlier" trick also gave Ulises license to have some fun with Dredd's own costume design, which has changed repeatedly over the years. I don't know where he came up with those boots, but they're fantastic, and I think we can assume that they're a size too tight. The Dredd we're seeing here is as far off from the one in his first appearance as that one is from what he becomes by "The Apocalypse War." He's complete in a lot of ways, but he's still deferential to the chain of command in a way that he isn't as much



Pp. 2-3: This is Ulises' show (and Ryan's, too)! My description of this panel was something like 118 words, plus a picture of Carlos Ezquerra's first drawing of Mega-City One. Ulises and I had a long instant-message conversation about it while he was sketching it out, but I think I suggested something like three or four of the little gags; everything else is his. Amazing. The "Death Valley condos" bit is an allusion to Mike Davis's City of Quartz: Excavating the Future in Los Angeles, which was a huge influence on this story (see, for instance, the title of the book). Favorite Farinas joke that got obscured: the O'Shea Jackson Hyper Cube Zone, named after the L.A. resident better known as Ice Cube. For the sake of a better composition, Ulises also came up with the roadbot in the foreground-after he'd already drawn everything behind it.



**Pg. 4:** The design of the teddy-bear gun was Ulises' idea; the bear is the state symbol of California!



Pg. 5: Really nice "krish" sound effect from Tom Long-very Dave Sim, actually. It's only 2094, so Boing® hasn't been invented yet. But Sproing has! My internal rule was to not contradict

anything in either the IDW Judge Dredd series or the British stories, and to avoid picking a side in cases where details of continuity were in dispute. (Do I have all those details stored in my head? Nope; John Caliber and Ivan Noel's "unofficial gazetteers" City of Dredd and Worlds of Dredd were very useful, and so was Wakefield Carter's magnificent Web site BARNEY.)



Pg. 8: By 2103 and "The Stookie Glanders," Mega-City One residents will be taking their stookie in pill form, but we like everything really fresh on the West Coast.



Pg. 9: The movie being shot is a period piece, the period is the 20th century, and that's long enough ago that nobody notices anachronisms that would be obvious to us. I still like our romantic heroine's line, even out of

context. Plus, kickass MC Hammer type by Ulises. Ditto for the raging director, who's doing a "Duck Amuck" bit.

Pg. 11: As I originally wrote this scene, it was a complete mess, with complicated staging that would have been nearly impossible to draw. Ulises figured out how to make it much simpler, much funnier and much more effective, and threw in the amazing Suge Knight Federal Bank sign for free.





Pg. 12: I had to work in a very quick explanation of what "stookie gland extract" is and why it's a bad thing-surprisingly tough without captions to rely on-and figured that Dredd lecturing the actors would do it. And we finally have a better look at Ulises' wonderful design for Robo.



Pg. 13: Nice color shift from fake-nighttime interior to daytime exterior; thank you, Ryan!

So what would Judge slang for a stookie dealer be? I settled on

"tuck," as in *Tuck Everlasting*. The recurring gag that reception is terrible in Mega-City Two not only makes the payoff here possible, it allowed me to let characters call each other by name more than they otherwise would-useful when we've got as many instances of people communicating with off-panel characters as we do here. The guy hawking photos at lower right is Ulises' dad.



Pg. 14: Matt
Smith made some
very helpful
suggestions on
structuring this
issue, one of
which was
pointing out that
the "shark out of
water" effect
would be blunted
unless we got a
reminder of what
Dredd can do when

he's in his element. Hence, exposition paired with ultraviolence in the grand (and hilarious) Farinas style. Also, I'm fond of scenes where Dredd yells the name of the weapon he's about to use-it's such a distinctive early John Wagner gesture. The letterhead at the top of the page, incidentally, is the same one that was used to send Dredd on his Lunalassignment.



Pg. 15: I love everything about the big panel where we return to the main timeline of the story and see Kennedy's reception area (and check out the way Ulises and Ryan use negative space to open up the tone of the page after the madness we've just seen), but I think I love the extension cord most of all. The video screen is Ulises' straight-up Dark Knight Returns move.



Pg. 16:
"Bulletproof"
Kennedy's
nickname is the
punch line to
my favorite
joke about
California.



Pg. 18: Making the Mountain of Justice a big Judge head was Ulises' idea; it reminds me a bit of the Getty Center this way. The late Chief Judge Deren is named after Meshes of the Afternoon director Maya Deren, arguably the least Judge-like filmmaker in Hollywood history.

Four supporting characters, all introduced by name in the same panel! A Pat Mills move if ever I've seen one. (Their names, and what Dredd tells them here, are a tribute to another magnificent piece of L.A. culture.)

Pg. 19: The movie-title-derived names of Iron Eagle and Tintorera are a joke so obscure I'll just spell it out: the conflict we're seeing here is "jets" vs. "sharks."

Pg. 21: Hurley shares her name with two more wonderful West Coast musicians: singer/guitarist Michael Hurley and Minutemen drummer George Hurley. Not the last Minutemen homage in this book, either.



### ISSUE #2

"Some Dreamers of the Golden Dream" is also the title of the first essay in Joan Didion's Slouching Towards Bethlehem. The "golden dream" of California is the idea that you can move out there and everything will be utopian forever-for some values of utopia, which are not always the same. The three big groups of golden-dreamers I was conflating and parodying throughout this issue were the Hell's Angels around the time Hunter S. Thompson wrote his amazing book Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs, the Children of God as they were in the early '70s, and the cult of Californian art-specifically around the Ferus Gallery artists of the early '60s and the related group of "finish fetish" artists who made their work out of the new Californian industrial materials.

MOTHER 13

Mega-City Two, b. 2037

Some Dumb Punk, 2094

motorcycle parts, human remains

Loan, The Large Foundation

Pg. 1: Mother 13's name is a riff on Father Yod (of Ya Ho Wha 13), various high-ranking biker-gang dudes known as "Mother," etc.-and it's also a reference to *The Best Show on WFMU*'s character Corey Harris, of the god-awful alt-rock band Mother 13. No relation to the mutant Father from Michael Carroll's Dredd story "California Babylon" a couple of years ago.



What Fiery Jacq is doing here is a variation on what both the Children of God and the Hell's Angels did. CoG members would seduce lonely people to get them into the group, a practice known as "flirty fishing" (cf. "friendly fixing" on the next page). The Angels, who had serious PR problems, made a habit of helping motorists whose cars had broken down, and giving them a card that would let them know "you have been assisted by the Hell's Angels." "The Burning Museum" is a



Museum" is a nod to Ed Ruscha's painting "The Los Angeles County Museum On Fire."

Pg. 2: Love the little Strontium Dog outfit Ulises snuck into Hurley's wardrobe.

Pg. 4: Of course Dredd is referred to as "The Man," because that's what he is-in the sense of "we want to be free to ride our machines without being hassled by the Man." He's playing the laconic type because the operation depends on his keeping his mouth shut, basically. (Ulises' stroke of genius was linking him to The Dude by way of the WITE RUSN logo on his jacket.)



Pg. 7: It's occasionally been suggested that one corollary to Dredd being a great street Judge is that he's hopeless at other disciplines. He's nearly incapable of being anything other than blunt and straightforward-but, of course, telling the C.L.G.'s the truth about where he learned to fight is the fastest way to make them think he's kidding and get on their good side.



Pp. 8-9: This project's resident West Coast hip-hop enthusiast U. Farinas told me, at some point early on, "you know what's awesome California sci-fi? Tupac's 'California Love' video!" Which, as it turns out, is set in 2095: perfect! I had some exposition to get out of the way,

so I figured why not just make it rhyme and scan like Dr. Dre's verse? And then of course Ulises knocked it out of the park.

Leon Large's name is a riff on a joke from Airplane!, but also echoes other fashion-business people we've seen in Dredd stories (like the Yess family), as well as the name of a famous L.A. patron of the arts. Large kneepads are as much a crucial accessory for the C.L.G.'s as Levi's denims were for the Angels.



Pg. 10: The C.L.G.'s are not the only gang of high-aesthetic bikers around: "cannibal dynamo" is a phrase from Allen Ginsberg's "Howl."



Pg. 11: Ulises designed the Zzizzypop logo and can (which we first saw way back on the first page of issue #1); I suggested R. Crumb's cover for Zap Comix #0 as a reference point. Oh my God do I love that can design. I would drink that stuff. And of course The Man can't stop talking like a Judge. Shush, The Man.





Pg. 12: Jacq assumes that that the first thing The Man is going to want to do is get an endorsement deal and put some money in his wallet. It doesn't even occur to Dredd that he's supposed to play along; the idea is impermissible to him, as so many ideas are.



Pg. 13: "Saloon
Society" is another
phrase from Thompson's
Hell's Angels: a
quotation from the
California Attorney
General's report on
the Angels, about how
their victims and
witnesses are
"vulnerable to the
mores of 'saloon
society.'"

**Pg. 14:** Ulises sent me a lot of notes on how the various trafficrelated technology in

Mega-City Two works; most of the captions describing the traffic knot were actually written by him. An Easter egg here is that "family man" is a Mega-City One Justice Dept. code word for undercover Judges to identify themselves-but maybe Dredd's just threatening the gate Judge by hinting at his gang/cult affiliation. Same result either way.





Pg. 15: Dredd's trying to get some information out of Jacq, but he is also, naturally, thinking about Rico, which is what he does any time his id starts to even

faintly assert itself or when he starts thinking about the possibility of doing something "wrong." The two cultists going forehead-to-forehead at lower right are in a pose from the all-time champion in the "California comics with cops on the cover" category, Love & Rockets #33.



**Pg. 16:** That is a hell of a lot of information that Ulises and Ryan get across visually in a six-panel page. (Love how the lighting



changes as the bikes collide.) L.A. residents invariably refer to big highways with the definite article; there are just a lot more of them by the time of our story.

Pg. 17: I had to look up the ACAB badge that Ulises gave The Man: "All Coppers Are Bastards."

### ISSUE #3

**Pg. 4:** I believe it was partly the gigantic man-eating shrimp that sold Ulises on the *Mega-City Two* pitch, so that worked out nicely. Did you know that shrimp don't have mouths as such but "mouthparts"? Eeeeee.

The Blue Pacific is identified as such in the map of Dredd's world that ran in 2000 AD in 1993; as well as being a nice counterpart to John Wagner and Alan Grant's brilliant idea of the Black Atlantic, the name made me think of the Blue Lagoon in Iceland, whose gorgeous waters are pretty much the color Ryan gives them here, because of the dead algae in them.





Pg. 5: In MC1, punishments seem to mostly involve incarceration, but that's expensive (as Al Ewing's "The Bean Counter" points out).
MC2's mutable laws jail its poorer citizens, but in relatively wealthy areas, where violent crime isn't as much of an issue, they're designed to keep money flowing back to city government, which is awfully expensive; the infrastructure of getting water everywhere inland it needs to go practically breaks the budget by itself (and it's not exactly cheap in present-day California).



Pg. 6: I love Ulises' design for whichever MC1 building that is (maybe the Grand Hall) in 2094: eagle-shaped, with lots of windows. "Double Nickels," besides being a movie title, is a riff on The Minutemen's album Double Nickels on the Dime-as great a record, and as great a title, as has ever come out of Southern California's punk scene. The Minutemen were, specifically, from San Pedro, so that's where Double Nickels is.





Pg. 7: When Ulises came up with the roadbots, he worked out a bunch of stuff about their habitats and tidepool ecology; the cloverleaves-to-nowhere, built out of reprocessed garbage and extending into the ocean, are his idea, and they might be my favorite thing about this episode.



**Pg. 14:** "Oz" is the Australian Mega-City, as seen in the long Dredd storyline of the same name.







Pg. 8: Checkpoint Bardot (whose name is inspired by "bardo" as well as Brigitte) exists because MC2's economy depends heavily on the movie/vid industry, and the only way for most people to immigrate there is to land a role. So waves of asylum-seekers land at the checkpoints for open casting calls; you get one shot at "auditioning" for citizenship. Roles can be exceptionally dangerous, especially for extras-as we mentioned in the first episode, the vogue is for "authentic cinema," with real actors and no special effects, so even blockbusters are made more or less Dogme 95-style. Most of the refugees who arrive at the checkpoints are hoping to trade up to possible doom from certain doom, basically.

Uranium City, by the way, is a real place, and also the setting for the Dredd spinoff series *Harmony*.



Pg. 19: I tried to sneak references to every previous Dredd-universe story that showed bits of pre-"Judgment Day" Mega-City Two into this story somewhere; StigCorp figured prominently in the Chopper storylines "Song of the Surfer" and "Earth, Wind and Fire," and Mimsey comes from Dave Stone's Dredd prose novel Wetworks. (Ursus is Ulises' invention.)



Pg. 22: The gags in the final panel, from the Amazing Spider-Man #50 homage to "Rodney's Last Ride" to the Coney Island-style panopticon, are all Ulises'. You know, for all the artists he gets compared to, I don't think many people mention Will Elder.



Pg. 9: Who doesn't like Frida Kahlo?

### ISSUE #4



Pp. 2-3: There's a lot of exposition in this little song (whose rhyme scheme is very Gilbert and Sullivan, but I also imagine Barry singing his lines in a kind of Bugs Bunny-ish outer-borough accent). The "Grandpa was a bandit" bit is a joke about Walt Disney's explanation of the design of Main Street U.S.A. ("For those of us who remember the carefree time it recreates, Main Street will bring back happy memories. For younger visitors, it is an adventure in turning back the calendar to the days of grandfather's youth.")

We've seen a couple of lawless entertainment enclaves before in Judge Dredd stories—there's the Las Vegas sequence in "The Cursed Earth," and the floating pleasure island of "Sin City" (which, come to think of it, actually has its own theme song too). This is a very, very cynical take on anarchism; while several of my favorite comics writers ever, particularly comics writers named Alan, are enthusiastic and eloquent proponents of it, I fear I can't quite go there myself.

Of course Barry and Foley are facing us. Their whole *raison* d'être is breaking the fourth wall... but breaking the fourth wall of a movie, not a comic book.



Pg. 6: It's officially called "Melody Time," not "Crimeland." They don't like that nickname. The clean T-shirt that Caples changes into was an inspired bit of improvisation from

Ulises; the first time we see the Dahlias' van, it has a "Black Dahlia" logo on it (because I'd written "the black Dahlia van" in the script). So he decided that Black Dahlia was the equivalent of, say, Fox Searchlight. Also inspired: Barry and Foley constantly changing their shapes to riff on whatever's happening, throughout the issue.



Pg. 8: Santos-name, costume, and everything-was Ulises' creation: he sent me a text one day with a sketch he'd done, and it took about twelve minutes for Santos' backstory and his role in Mega-City Two to click into place for me. Then I went back and snuck a reference to him into issue #1, just so we could set up his appearance as early as possible. Nice entry line he's got, too. And the "animated" style for this and the other interludes in this issue makes me ridiculously happy.



Ulises was itching to draw a Mk. I Lawgiver, and I figured out how one could tie this issue's plot together, but that meant I had to explain what one does. Fortunately, Barry and Foley are only too happy to jump in with exposition, whether or not it's needed.



Pg. 12: Foley also provides
relevant sound effects whenever he
gets the opportunity, because,
well, "Foley." Hence the
"Wilhelm/Howie" joke.



**Pg. 14:** There are all sorts of San Andreas Fault jokes that could be made, but the fault line doesn't actually get triggered in Dredd's timeline until "Judgement Day."



Pg. 16: Oh, man, are we finally going to find out what the deal is with Cesar?!... Well, a little of it. (Especially when Barry and Foley play Cesar and Kennedy in panel 3.) One of my favorite John Wagner moves ever is one he pulls off in "Day of Chaos": introduce new characters, make it clear that they're in a position to explain what's going on, and then kill them before they get a chance to do so... The final, rhyming sound effect in Barry and Foley's "Stagger Lee"esque song is a direct homage to the "Apocalypso" routine in "The Apocalypse War."



Pp. 18-19: This was the trickiest formal experiment of the whole series-a big fight scene, translated in (almost) real time to the happy-fun cartoon idiom of Melody Time and its associated values, except that Barry gets shot before the "inventivator engines" can convert the last few lines of dialogue. I also managed to get the lost Dredd-universe oath "Oh my dok!" in there. Note the basic rule of Mega-City Two at work here: when you surrender control of how you're represented, everything immediately goes straight to hell.



Pg. 21: Right, so what I was saying about how much I love Wagner's trick of killing characters just as they're about to explain what's happening? That again. It takes a while for "old-fashioned riot gel" to melt; riot foam is "new" as of "Brainblooms," which happens five years after this story, but let's just say the gel is an older technology.



Pg. 22: Kennedy is looking over some of the early installations for Lawcon; what's in the background behind him is the evolution of MC2's Judge uniform.

### ISSUE #5

The title of this issue comes from a Kinks record, but it's also an allusion to one of the great lines of Wagner's script for "America": "You're not the only one in show business." The conceit of the episode is that everyone is constantly saying (or doing) things that are (or appear) different from what they mean, or are completely misunderstood, or both. That's showbiz! But that's also Castiglione's "art of the courtier"-another way in which MC2 is the "city of courts."

You can read this issue as the episode in which Dredd learns that Kennedy is actually on the up-and-up, saves him from an assassin, dispatches the criminal for whom he's been searching since the beginning of the story, and ultimately rescues hundreds of thousands of citizens. You can also read it as the episode in which Dredd learns that what he's been doing this whole time was pointless, Kennedy humiliates him



in front of his boss, and Dredd shoots Kennedy and blows up the Mountain of Justice. Both are effectively true.

Yes, that's me, Ulises, and Ryan being beheaded by the security bot on the cover. I also love how the "W" in LAWCON incorporates the helmet design.

Pg. 1: Kicking it off with a superliteral lights-camera-action synchto-the-sound moment. Ulises designed all the MC2 uniforms so that their Judges' eyes can be seen-with the exception of Internal Affairs'. Nice touch.



Pg. 2: I had fun flipping the conventions of the "SJS grilling the street Judge" scene here. The Easter egg in this scene is that Tek-Judge Sondra Lake has actually appeared before: she was in the Judge Hershey story "Spider in the Web" in 1995. (The fact that Lake's a big movie buff was useful, too.)

Pg. 3: Rush Hour is of course the community around the present-day site of the L.A. Convention Center (where the movie of the same name was filmed)-it's not in the area of present-day San Diego because that was one of the areas destroyed in the Atomic War.



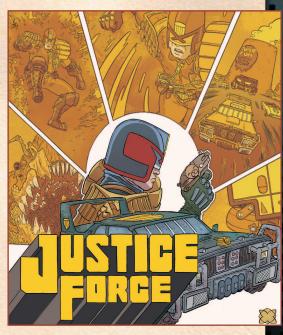
Pp. 4-5: The SJS tried to recruit Dredd several years before this, in Michael Carroll's prose novella The Cold Light of Day. Dredd and Nguyen are trying to out-sang-froid each other, so they're sniping at one another in a flat, affectless, comportment-of-a-Judge tone, which was a lot of fun to write. (To go back to Art of the Courtier, this is the Judges' equivalent of sprezzatura.)

Foon's Famous Hottie House appeared in the MC2-set Chopper story "Song of the Surfer." And how bizarre is it that the biggest convention for a profession is also the biggest convention for fans of that profession's work?



**Pp. 8-9:** Dredd's trying to be a courtier in this situation, since he's in the presence of both the kings he's serving, but he's not nearly silver-tongued enough to get away with it: check the perfect expression Ulises gives Kennedy as

he figures out how to completely reverse the dynamics of the situation. So then Dredd doesn't say a word for a while, as he shifts to the language he can always speak fluently.



**Pg. 10:** The payoff for the kid trying to spray-paint JUSTICE FOR CESAR on the car in issue #3.

**Pg. 11:** I like how this page scans differently on re-reading: initially you see it as Dredd being pushed beyond his breaking point and coldbloodedly shooting Kennedy, but it's actually Dredd observing the



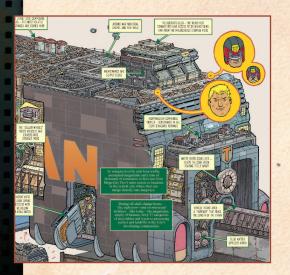


rocket heading toward Kennedy and knocking him out of its path with a friendly bullet.

Pug Dredd was Ulises' idea. That guy really likes drawing pugs.



**Pg. 13:** The dialogue here, I realized after the fact, owes a lot to *Cerebus*, and "he will smite the chief evildoer in his temple" comes from "The Cursed Earth."



**Pp. 14-15:** The design of the megatrain is all Ulises; he wrote a lot of the descriptive text on this page, too.



**Pp. 16-17:** Who can make a car chase work on the page? Farinas and Hill, that's who. That's nearly impossible, and now they've done it repeatedly.



Pg. 19: We're mostly going full Hollywood in this episode, so here's something that defies the Save the Cat! school of story structure as vigorously as possible (even as it involves saving a dog). This is almost the only time in the entire story that we've cut away from where Dredd is, and it just happens to be at the beginning of his confrontation with the final boss...



**Pg. 20:** ...a confrontation that has been resolved when we get back to him. If you want to win in MC2, you have to play by its (implicit) laws, and here Dredd is literally directing the show.



Pp. 23-24: The souvenir salesman in the last panel of pg. 21 is another Easter egg: that's Tombstone Toothbrush, as seen in "Shok!" from the 1981 Judge Dredd Annual.

This is the familiar "ending where somebody explains how heroic the hero is" trope, except with this episode's "nobody is saying what they mean" principle applied to it. (To spell it out a little more: Dredd's response is somewhat less ambiguous in the light of, say,

"The Apocalypse War," in which he will indeed kill half a billion people, not to mention "Judgement Day," in which he will preside over the annihilation of Mega-City Two.) Dredd never, ever tips his hand about his motivations or desires-not even to himself-but that doesn't mean he doesn't have them. Sometimes he even acts on them, as long as he can explain it to himself as doing what has to be done. And maybe that's the case.





