

= Phoenix Wright : Ace Attorney ? Justice for All =

Phoenix Wright : Ace Attorney ? Justice for All , known in Japan as Gyakuten Saiban 2 (Japanese : ?????2 , " Turnabout Trial 2 ") , is a visual novel adventure video game developed and published by Capcom . It was originally released for the Game Boy Advance in 2002 in Japan , and has since been released on multiple platforms . The Nintendo DS version , initially released in 2006 in Japan , was released in English in the West in 2007 . The game is the second entry in the Ace Attorney series , following Phoenix Wright : Ace Attorney .

The story follows Phoenix Wright , a defense attorney who defends his clients in four episodes . Among other characters are his partner Maya Fey , her cousin Pearl , and the rival prosecutor Franziska von Karma . The game is divided into two types of sections : courtroom sessions , where the player cross @-@ examines witnesses and tries to uncover contradictions in their testimonies , and investigations , where the player gathers evidence and talks to witnesses .

The game was directed and written by Shu Takumi , as the second entry in a planned Ace Attorney trilogy . It was originally intended to feature the first game 's prosecutor , Miles Edgeworth , in all episodes ; Franziska was created when the development team learned that Edgeworth had become popular among players , and Takumi wanted to use the character more carefully and sparingly . They only introduced one new gameplay mechanic in the game ; Takumi wanted to keep the game focused on the core concept of finding lies , and to keep it simple enough for his mother to play . The game was positively received by critics , who generally liked the writing , but criticized the game 's short length and the lack of the Nintendo DS @-@ exclusive gameplay mechanics that appeared in the previous game .

= = Gameplay = =

Justice for All is a visual novel adventure game in which the player takes the role of Phoenix Wright , a defense attorney who defends people accused of murder in four different episodes . At first , only one episode is available ; as the player solves a case , a new episode is unlocked to play . The episodes are all divided into chapters , consisting of courtroom sections and investigation sections .

During the investigation sections , the player investigates the case to gather evidence needed for the trial ; once enough evidence has been collected , the game moves on to the next chapter of the episode . During these sections , the player has access to a menu with four options : examine , move , present , and talk . By choosing " examine " , the player can move a cursor around the screen and look at various things in the environment ; by choosing " move " , the player reaches a sub @-@ menu with all locations they can choose to move to ; by choosing " present " , the player can choose to show a piece of evidence or a character profile to a character at the location ; and by choosing " talk " , the player is able to pick a topic to discuss with a character who is present at the location . As the player talks to a character , the topics they have already discussed get marked with a checkmark .

If the player chooses a topic the witnesses does not want to discuss , the player is shown locks and chains on top of the character , referred to as " psyche @-@ locks " ; additionally , a lock symbol is added to that topic in the talk menu . By presenting a magatama to the character , the player is able to start breaking the psyche @-@ locks and unlock the topics ; this is done by showing the character evidence or character profiles that proves they are hiding something . The deeper the secret is that the character is hiding , the more psyche @-@ locks appear ; by breaking all the locks , the topic gets unlocked and the player is given access to new information .

During the courtroom sections , the player attempts to get the defendant declared innocent by questioning witnesses and presenting evidence to the judge and the prosecutor . Many witnesses lie during their testimonies ; the player is able to move back and forth through the testimony to try to find any inconsistencies . There are two options available during cross @-@ examinations : " press " , which makes the player question a particular statement , which sometimes makes the witnesses change their testimony ; and " present " , which is used to show a piece of evidence or a character profile that the player thinks shows a contradiction in the witness 's currently shown statement . In

the upper right corner of the screen , the player 's health bar is shown , representing the judge 's patience . The bar decreases if the player makes mistakes , such as presenting the wrong piece of evidence ; if it reaches zero , the defendant is declared guilty , and the player loses the game . While the player cannot lose the game while trying to break a psyche @-@ lock , the bar will still decrease if the player presents the wrong evidence while trying to break psyche @-@ locks . 50 % of the bar is restored when the player manages to break a psyche @-@ lock , and 100 % is restored when an episode is completed .

= = Plot = =

The game 's first episode involves defense attorney Phoenix Wright getting amnesia after being hit on the head by Richard Wellington , a witness in the case . Phoenix is forced to defend Maggey Byrde , a policewoman who has been accused of murdering her boyfriend , with no memory of the case . Phoenix regains his memory with help from Byrde and his partner , the spirit medium Maya Fey , and deduces that Wellington is the true killer . The second episode takes place before the first , and involves Dr. Turner Grey requesting a spirit channeling from Maya Fey at the Kurain Village . During the channeling , Grey is killed , and Maya is arrested on suspicion of murder . When defending her , Phoenix faces prosecutor Franziska von Karma , who has never lost a case and has come to America to defeat Phoenix in court . Phoenix discovers that Grey 's death was plotted by a nurse who once worked under him and Maya 's aunt , Morgan Fey , who sought to displace Maya as the master of Kurain Village to allow her own 8 @-@ year @-@ old daughter , Pearl Fey , to take the title instead . After the case , Morgan is arrested and placed into solitary confinement , and Maya and Phoenix step in to take care of Pearl . In the third episode , Maximillion Galactica , a magician at the Berry Big Circus , is charged with the ringmaster 's murder . Phoenix successfully defends him against Franziska von Karma , and the real killer is revealed to be one of the circus 's trapeze artists , who accidentally killed the ringmaster while trying to murder the ringmaster 's daughter as revenge for his brother .

In the fourth episode , Maya is kidnapped after the actor Matt Engarde has been suspected of murdering his media rival Juan Corrida . The kidnapper , the infamous assassin Shelly de Killer , promises to let Maya go if Phoenix can get a complete acquittal for Engarde . Phoenix learns that Engarde , Corrida , and their managers had a complicated romantic relationship , and that Engarde had hired de Killer to force Phoenix to defend him in court . During the case , de Killer shoots Franziska , wounding her and forcing a new prosecutor in the case to step in : Miles Edgeworth , who had just returned to the country in time . Edgeworth picks up on Phoenix 's unusual behavior in court and recognizes that Maya is in trouble , and helps extend the case to give the police more time to rescue Maya . When Phoenix reveals to de Killer that Engarde has blackmail evidence on de Killer 's actions , de Killer reneges his loyalty to Engarde , promising to kill him next . Engarde , terrified by de Killer 's promise , pleads guilty in order to escape his wrath . Maya is freed and reunited with Phoenix and Pearl , while Franziska , recovering from her wounds , decides to return home . If the player presents the wrong evidence towards the end of the trial , an alternate ending ensues , in which Engarde is freed and his manager is tried and convicted of Juan 's murder , causing Phoenix to be shunned forever by Maya and abandon his profession . In the regular ending following Engarde 's conviction , Edgeworth follows Franziska to the airport . Franziska says that she had planned to take revenge on Phoenix after he had proved her father 's guilt in a trial in the first game , but that she has failed . With Edgeworth 's encouragement , she vows to return as a better prosecutor .

= = Development = =

After development of the original Phoenix Wright : Ace Attorney was finished , the writer and director Shu Takumi 's boss , Shinji Mikami , told him that they should make an Ace Attorney trilogy , with a grand finale in the third game 's last case . Development of the game began immediately when Takumi returned to work from his vacation : the producer , Atsushi Inaba , called him in to a

meeting , and told Takumi that he wanted him to write the script for five episodes before the game went into full production , with a deadline of three and a half months . Takumi thought that this was " completely insane " , as it had taken him an average of more than a month to write each of the four episodes for the first Ace Attorney ; additionally , he felt that he did not have any " tricks " left to use for mysteries or any story threads to work off of . He wanted to protest , but still ended up having to do it . As soon as he returned to his desk , he drafted a work schedule : he scheduled two and a half month to write the dialogue , with half a month per episode , leaving him with a month to create the first prototype and figure out the " tricks " to be used in the mysteries . He doubted that he would be able to do it in time , but managed to write the whole script by the deadline . However , due to issues with memory on the game 's cartridge , one episode ended up having to be cut from the game ; it was later used as the third episode of the third game .

After finishing writing the dialogue , Takumi was called into another meeting with Inaba , and was told to add a new gameplay mechanic to the investigations . Takumi wanted to keep the gameplay simple enough for his mother to be able to play it , and keep it focused on the core concept of finding lies ; according to him , he immediately had a vision of the psyche lock system during the meeting with Inaba , but still asked for three days to come up with an idea . He found it easy to formulate the idea , but it took over a month to create the system ; the biggest problem was how to visually represent the psyche locks . Takumi also drew storyboards for the episodes ' openings , which consisted of series of detailed drawings that show what is happening . He also drew rough sketches of cut @-@ in illustrations ; it was only decided after all the text had been written what scenes would have illustrations made for them . While the game 's opening features the judge , it was originally supposed to have featured a demon instead ; this was because Takumi was playing Devil May Cry at the time , and had liked its opening . As Takumi wanted the first three Ace Attorney games to be part of one larger work , he did not want the first game to look outdated in comparison to later ones , so it was decided to keep the same graphics for main characters such as Phoenix , Maya and Edgeworth throughout all their appearances , and not make updates to them . The game 's music was composed by Naoto Tanaka under the pseudonym Akemi Kimura .

As the dialogue @-@ integrated " tutorial " in the first Ace Attorney was well received , the inclusion of one in Justice for All was considered a " major point " . While the first game 's tutorial involved Phoenix being helped through his first trial by his mentor Mia and the judge , this could not be used twice , which led to the idea of giving Phoenix a temporary amnesia from a blow to the head . Takumi included a circus and magic in the game 's third episode ; he really wanted to do this , as performing magic is a hobby of his . The episode includes two themes that he wanted to explore : the difficulties in forming a cohesive team with different people , and a person who against the odds tries to make something whole . The former was reflected in how the circus members come together at the end , while the latter was reflected in the character Moe . Several different versions of the fourth episode were created , partially because of them running out of memory on the game 's cartridge , but also because of the popularity of the character of Miles Edgeworth : Takumi had originally planned to let Edgeworth be the prosecutor in all episodes , but when they were in full production the development team learned that the character had become popular , which led to Takumi feeling that he had to use the character more carefully and sparingly . Because of this , he created the character Franziska von Karma , to save Edgeworth for the game 's last case , and avoid a situation where he ? a supposed prodigy ? loses every case . The character Pearl Fey was originally intended to be a rival character around the same age as Maya , only appearing in the game 's second episode ; one of the game 's designers suggested that it would be more dramatic if she were much younger , so Takumi wrote her as an eight @-@ year @-@ old . As he ended up liking her , he included her in other episodes as well .

= = Release = =

The game was originally released by Capcom for the Game Boy Advance on October 18 , 2002 in Japan ; a Nintendo DS version followed on October 26 , 2006 in Japan , on January 16 , 2007 in North America , and on March 16 , 2007 in Europe . A PC port of the Game Boy Advance version ,

developed by a company called Daletto , was released in Japan in an episodic format , starting on April 15 , 2008 . A Wii version was released through WiiWare on January 26 , 2010 in Japan , on February 15 , 2010 in North America , and on February 19 , 2010 in Europe .

A high @-@ definition iOS version of the first three Ace Attorney games , Ace Attorney : Phoenix Wright Trilogy HD , was released in Japan on February 7 , 2012 , and in the West on May 30 , 2013 . Another collection of the first three games , Phoenix Wright : Ace Attorney Trilogy , was released for the Nintendo 3DS in Japan on April 17 , 2014 , in North America on December 9 , 2014 , and in Europe on December 11 , 2014 .

= = = Localization = = =

Starting with Justice for All , the series localization direction has been handled by Janet Hsu ; by the time she joined Capcom 's localization team in 2005 , the first Ace Attorney had already been localized , with the original localization team having decided to do a full localization , changing the setting from Japan to Los Angeles . While Hsu thought that this was the right choice to make , as it made the characters and dialogue more relatable and made for an emotional experience closer to what players of the Japanese version experience , it resulted in issues with each following game . According to the localization editor , Brandon Gay , Justice for All was one of their largest games to localize due to its focus on the story , and how it needs to convey the whole game world and its characters through just text ; this made it a challenge to make the characters relatable for an American audience . Another thing the localization team had to keep in mind was to ensure that recurring characters were consistent with how they behave in the first Ace Attorney . According to JP Kellams , another staff member working on the localization , there was a lot of pressure on them to make a good localization , as the first game 's localization had been well received ; he also felt that there was room for creativity due to the game 's style and subject , with room for humor that might not fit in other localizations . A lot of the humor in the original was based on Japanese wordplay ; these jokes had to be redone entirely for the English release . Hsu felt that the game was more demanding than previous projects she had worked on , as the localizers " almost have to become [the characters] " in order to get the nuance and motivations right due to their complexity .

One of the first decisions Hsu had to make was how to localize Maya 's hometown and the mysticism of the Fey clan . She came up with the idea that the localized versions of the Ace Attorney games take place in Los Angeles in an alternative universe where anti @-@ Japanese laws like the California Alien Land Law of 1913 were not passed , anti @-@ Japanese sentiments were not powerful , and where Japanese culture flourished . This dictated what should be localized and what should be kept Japanese ; things relating to the Fey clan and the Kurain channeling technique were kept Japanese , as that was Maya 's heritage , while Japanese foods that were not widely known in the West were changed . Despite the setting in the United States in the localized version , the Japanese justice system of the original remained intact in the localization , as changing it would have altered the entire game structure . As the localization team wanted to keep the humor in the Japanese names for the characters , it was decided to make the English names contain the same kinds of double meanings : character name puns were based on their personalities or backgrounds , or were visual gags . A lot of the names were determined with the original Japanese name in mind ; for the game 's third episode , several Japanese names were used without changes , since they were English puns to begin with . For some other characters , the names had to be altered heavily from the Japanese originals . Due to the dramatic feeling of the last episode , the characters in it were given names that sounded more like real names , while still making use of deeper meanings . Takumi personally approved all the English names ; for one of the names , Takumi and the localization team had a discussion for days , as Takumi did not think the English name conveyed the same feeling as the Japanese one .

According to Gay , characters with " extreme personality quirks " were both fun and stressful to write : for the clown Moe , he found it challenging to get the balance right between his silly jokes and the seriousness of his dialogue . Among other challenging characters to write for were Acro , who led to " heated arguments " about how to get his personality and tone right ; and Morgan Fey ,

whose " very old style " of speaking in the Japanese version was difficult to translate to English . One aspect they had to change due to cultural differences was a conversation with the lecherous character Director Hotti , where an animation of him grabbing in the air with his hands is played while he talks about Pearl . According to Hsu , the Japanese version is considered funny to Japanese people , as Hotti is set up as the " butt of the joke " , and Phoenix reacts negatively to him , while it would have been considered sickening to an American audience . They were unable to change the animation , so the dialogue was rewritten to instead be directed at an adult nurse .

= = Reception = =

Justice for All holds a score of 76 / 100 at the review aggregator Metacritic based on 51 critics , indicating generally favorable reviews .

Writers for Famitsu praised the mix of seriousness and comedy , and liked the characters ' quirkiness and the pacing of the conversations . John Walker at Eurogamer called the game " splendidly crazy as ever " and " the most joyfully daft fun imaginable " . Tom East at Official Nintendo Magazine called the script fantastic . Joe Juba at Game Informer found the game entertaining , calling the writing hilarious and the problem @-@ solving clever , with the two aspects complimenting each other well . Aaron Thomas at GameSpot liked the game , praising the game 's story and calling the characters its greatest strength . He thought that the pacing was better than the first Ace Attorney 's , but still found the game to be a step back : he felt that the game often reuses the same kinds of twists from the first . Gerald Villoria at GameSpy called the episodes well structured and stronger than the ones in first game , and called the dialogue sharp . Mikel Reparaz at GamesRadar said that the script , while entertaining , contains " long stretches of meaningless dialogue " and tends to leave the player knowing what happened and how to prove it before Phoenix does . He initially liked the new rival character Franziska , but thought that she only becomes increasingly obnoxious . Craig Harris at IGN said that the episodes are well @-@ written , with enthusiasm and personality , making them hard to put down .

Walker found the court sections " maddening " due to how the game sometimes requires very specific evidence to be presented , with evidence that he found reasonable being rejected , forcing him to resort to guessing ; he wished that the health meter would have been replenished through correct answers , or that it had been removed from the game entirely . Bryan Vore at Game Informer found the investigation sections tedious at times , but found them to be helped by how the psyche @-@ locks add " courtroom drama " to the investigations . Juba thought that the game 's reliance on text made the investigations move slowly , but that the game becomes an " irresistible adventure " when the text is mixed with gameplay in the trials . Thomas found the psyche @-@ locks interesting , but underwhelming as the only new feature . East said that the psyche @-@ locks were what made the investigations fun . Reparaz liked how the psyche @-@ lock mechanic adds " a new dimension of weirdness " to the game . Both Harris and Thomas wished that the game had been less linear , with more possible wrong paths to take or more endings . Thomas , Reparaz and East wished that the Nintendo DS @-@ exclusive gameplay features introduced in the first game 's final episode had been used in Justice for All , with Reparaz calling it disappointing but " not a huge deal " . Villoria and East said that the game does not last very long ; Walker did not consider it short , but found it to not last as long as the first game .

Vore said that the game is lacking in " advanced graphics and interface " , but felt that it makes up for it through its charm and intrigue . Thomas called the character designs outstanding , but thought that the reused art assets for returning characters and locations from the first game made it feel like Capcom had " cut some corners " . He called the music " uniformly outstanding and used masterfully " , both for conveying various moods throughout the story , and for characters ' personalities . Harris found the music " moody and appropriate " , but wished that there had been a full voice @-@ over as an option . He said that the game 's art was nice , but not more than that . Thomas called the localization outstanding despite finding some errors , finding it impressive how smoothly Capcom was able to localize such a text @-@ heavy game . Harris liked the game 's localization , saying that the localization team 's writing was what made the game design work so well . Walker called the

localization incredible , and said that while there are a few spelling errors and grammatical errors in the text , it did not bother him much as the localization was included in the Japanese Nintendo DS release .