

= Ace Attorney Investigations : Miles Edgeworth =

Ace Attorney Investigations : Miles Edgeworth , known in Japan as Gyakuten Kenji (Japanese : ????? , lit . " Turnabout Prosecutor ") , is a 2009 single @-@ player adventure video game developed by Capcom for the handheld video game console Nintendo DS . It was published in Japan on May 28 , 2009 , and in North America , Australia , and Europe , in February , 2010 . It is the fifth game in the Ace Attorney series , and is set between the events of the third and fourth games , Phoenix Wright : Ace Attorney ? Trials and Tribulations and Apollo Justice : Ace Attorney .

While previous games in the series focus on defense attorneys , Ace Attorney Investigations has the player control prosecutor Miles Edgeworth , who investigates five cases that tie together to form an overarching story about a smuggling ring . The game consists of investigation phases , in which the player investigates crime scenes in search for evidence , and rebuttal phases , in which they confront other characters , to hear what they think has happened ; the player is able to use evidence to find contradictions in the characters ' statements , to get closer to the truth .

The game was directed by Takeshi Yamazaki and produced by Motohide Eshiro . Eshiro had come up with the idea of a new adventure game about Ace Attorney characters while working on Trials and Tribulations , and Yamazaki had the idea to have it be about deductive reasoning and crime scene investigation . The game was specifically designed to be different from previous Ace Attorney titles , with a larger focus on the environment . The development team had originally considered using Ema Skye , a character from earlier games in the series , as the lead character , but used Miles Edgeworth instead because of his popularity . They aimed to have players be immersed in the game and feel like they are Edgeworth , as opposed to previous Ace Attorney games , where they felt players merely could identify with the lead characters ; to do this , they included direct control of Edgeworth , and a gameplay element that involves connecting his thoughts .

It was met by generally favorable reviews , with a common complaint being that rebuttals at times devolve into trial and error . The game was one of the best selling games of 2009 in Japan , while Western sales were described as " poor at best " . After the game 's release , a manga series based on it has been released . A sequel , Ace Attorney Investigations 2 , was released in 2011 ; it has not been released officially outside Japan , but a fan translation of it has been made .

= = Gameplay = =

Ace Attorney Investigations is a single @-@ player adventure game in which players control prosecutor Miles Edgeworth , who investigates five cases . The game is mostly presented from a third @-@ person perspective , occasionally switching to a first @-@ person view when examining evidence . Each case involves playing through several investigation phases and rebuttal phases .

During investigation phases , players control Edgeworth directly , either with the D @-@ pad , or by sliding the map that is displayed on the bottom screen . The player has Edgeworth walk around crime scenes in search for evidence ; they also meet witnesses and suspects during these phases , who they can talk to . As Edgeworth notices various things in the crime scene , they are saved as Edgeworth 's thoughts . Using the " logic " function , the player can connect two such thoughts to gain new information ; for instance , by connecting two bullet holes with a gun that has only been fired once , Edgeworth will conclude that two guns must have been at the crime scene . At some points , the player is able to control a cursor to examine parts of the crime scene ; by using the " deduction " function at these points , the player is able to point out a contradiction between the crime scene and evidence . If the player successfully points out a contradiction , they gain access to new information . At certain points , a device called Little Thief can be used to create hologram reproductions of the crime scene ; by investigating these reproductions , the player can discover new information that would otherwise be hidden . As more evidence is uncovered , the hologram is updated . After having examined an area sufficiently , the investigation phase ends , and the game moves on to a rebuttal phase .

In the rebuttal phases , a witness or a rival character provides their idea of what has happened . The player is able to press them for details , and can present relevant pieces of evidence that

contradict what the witness or rival is saying . By doing this , the player gets closer to the truth ; it is through confronting suspects during these phases that the player solves the cases . Upon solving a case , the episode is cleared and a new episode is made available to the player . If the player makes mistakes throughout the game , such as presenting wrong pieces of evidence , attempting to connect two thoughts that do not match up , or making incorrect choices , a green gauge called the Truth Gauge decreases , representing Edgeworth getting further from the truth . If it is completely emptied , the game ends . By clearing an investigation phase , half of the gauge is restored , and by clearing an episode , the gauge is restored completely .

= = Plot = =

= = = Setting and characters = = =

Ace Attorney Investigations takes place between the third and fourth games in the series , Phoenix Wright : Ace Attorney ? Trials and Tribulations and Apollo Justice : Ace Attorney . The story is split into five episodes , each focusing on a different crime , and tying together to form an overarching story revolving around an international smuggling ring . While previous Ace Attorney games feature defense attorneys Phoenix Wright and Apollo Justice as the lead characters , Ace Attorney Investigations features prosecutor Miles Edgeworth , who was Phoenix 's rival in previous games . Among the supporting characters are Kay Faraday , who claims to be the Yatagarasu , a legendary thief who works to expose illegal corporate dealings , and detective Dick Gumshoe , Edgeworth 's long @-@ time partner . Recurring rivals of Edgeworth 's are Shi @-@ Long Lang , an Interpol agent from the fictional country of Zheng Fa who bears a fierce hatred of prosecutors and the courts after his family 's reputation was tarnished by a corrupt prosecutor , and his assistant Shih @-@ na . Other characters include prosecutor Byrne Faraday , detective Tyrell Badd , and defense attorney Calisto Yew . Prosecutor Franziska von Karma , a character who first appeared in Phoenix Wright : Ace Attorney ? Justice for All , also appears in the game .

= = = Story = = =

The backstory of the game is described in the fourth case , Turnabout Reminiscence . Ten years prior to the game 's present , the secretariat of the Cohdopian Embassy was accused of murdering Cece Yew , a witness to a smuggling ring 's connection to the embassy . Prosecutor Byrne Faraday and detective Tyrell Badd attempted to convict the secretariat , but he went free after key evidence was stolen . Feeling that the justice system was powerless to those who stand above the law , Faraday , Badd , and Yew 's sister Calisto , started stealing corporate files detailing illegal or unethical activities and exposed them to the media , under the name Yatagarasu . Three years later , another murder occurred at the embassy . During the trial , in which Faraday was the prosecutor , the suspect , Mack Rell , claimed that he had been told by Faraday to commit the murder , and said that Faraday was the Yatagarasu . A recess was held to replace Faraday with another prosecutor , Miles Edgeworth ; before court was reconvened , both Rell and Faraday were found dead . Edgeworth discovered that Calisto had murdered Faraday with help from Rell , then killed Rell and made it look like Faraday and Rell had killed each other . When confronted , Calisto says that she is Yatagarasu , not mentioning her two partners , and that she is part of the smuggling ring . Faraday 's daughter Kay is comforted over Faraday 's death by Edgeworth , Badd , and detective Gumshoe ; she believes her father to be the true Yatagarasu , and vows to catch the fake .

The game 's second case , Turnabout Airlines , takes place in the present , and has Edgeworth becoming involved with the smuggling ring during a trip aboard an airliner . An Interpol agent investigating the smuggling is murdered during the trip , and Edgeworth and a flight attendant become the main suspects . Another prosecutor , Franziska von Karma , works with Interpol to expose the smuggling ring ; she and Edgeworth discover the murderer to be another flight attendant , who is working with the smuggling ring . In the third case , The Kidnapped Turnabout , Edgeworth

is called by Ernest Amano , whose son Lance has been kidnapped and is held at an amusement park . While attempting to exchange the ransom money , Edgeworth is also kidnapped , but is freed by Kay , who calls herself the true Yatagarasu . They release Lance , and find the dead body of Oliver Deacon , who Lance identifies as one of the kidnappers . As Edgeworth investigates the mystery , he meets Interpol agents Shi @-@ Long Lang and Shih @-@ na , who believe that Amano 's business group is involved with the smuggling ring ; the ring 's counterfeit money has ruined the economy of their home country Zheng Fa , so they seek to bring an end to the ring . Edgeworth learns that the kidnapping was a ploy by Lance to get money from his father , and that Lance had killed Deacon after the latter tried to back out of the plan . Evidence is found tying Amano to the smuggling ring , and Lang brings Amano in for questioning .

In the first case , Turnabout Visitor , Edgeworth finds a dead body in his office . He learns that the murderer was Jacques Portsman , a prosecutor who was working for the smuggling ring , and was trying to steal evidence from the murder ten years ago from Edgeworth 's office ; as a detective got too close , Portsman killed him . The fifth case , Turnabout Ablaze , takes place at the former Cohdopian embassy ; civil tension in Cohdopia forced the country to split into Allebahst and Babahl , which share the same embassy building . The two countries planned to announce their reunification at the embassy when the fake Yatagarasu appeared , setting fire to the building and killing two people . The bodies are found at the embassies ' respective offices ; one of them is discovered to be the former secretariat of the Cohdopian embassy , who now was the secretariat for Babahl . Shih @-@ na is revealed to be Calisto in disguise ; she insists that she did not murder the secretariat , and is revealed to be an accessory to the crime . As she is taken away , she reveals that she is not Cece 's sister , that " Calisto " was just an alias she took while working for the smuggling ring , and that she became part of Yatagarasu on orders from the ring 's leader . Edgeworth reveals the ring 's leader to be Allebahst 's and formerly Cohdopia 's ambassador Quercus Alba , who had committed murders and covered the tracks of the ring , and brought counterfeit money into Zheng Fa . Alba , Amano and others are convicted of their crimes , while Edgeworth and his companions recommit to their vows to defend the truth .

= = Development = =

The game was directed by Takeshi Yamazaki and produced by Motohide Eshiro , with character designs by Tatsuro Iwamoto , and music by Noriyuki Iwadare and Yasuko Yamada . Eshiro got the idea to make a new game featuring characters from the original Ace Attorney games while working on Trials and Tribulations . According to Eshiro , the game was made for portable play , and has an interface that uses the touch screen ; as this could not be replicated on other platforms such as Xbox Live , he said that the Nintendo DS was the platform that was best suited for it , and that no ports to other hardware were planned .

= = = Production = = =

Eshiro said that they could have set the game in a courtroom similar to that of the main series and made a few additions , but that it would not have been very interesting ; instead they moved the game to crime scenes , and added several new gameplay elements . Yamazaki was the one who came up with the idea of making a game about deductive reasoning and crime scene investigation . Because of this theme , it made sense to them to include the Ace Attorney character Ema Skye in the game , as she is portrayed as wanting to be a forensic scientist . Yamazaki originally suggested that Ema should be the main character , but based on fan feedback , they decided to use the more popular character Miles Edgeworth instead . Figuring out how to move the game from the courtroom to the crime scene was a challenge for the development team . The team also thought that it was difficult to make the game feel new while also making sure it felt similar to the game series . Because of the new gameplay systems that all had to be created from scratch , Ace Attorney Investigations took longer to develop than previous Ace Attorney games had .

The concept of the story was that while each case is a standalone episode , they are also all

interlinked , forming a larger mystery , with each episode revealing a piece of the puzzle . Because Edgeworth is portrayed as a genius prosecutor , whereas Phoenix Wright is a rookie attorney , the development team felt that they needed to come up with incidents that were larger in scale for Ace Attorney Investigations , to match Edgeworth 's skill level ; therefore , the opponents were made " more formidable " compared to the ones in previous games in the series . Eshiro saw the story as the most important part of the game , and said that , while time consuming , it was important to make sure that it works . This was accomplished through a lot of trial and error , and several rewrites and revisions : Yamazaki would come up with an idea , which was tested to see if players had a hard time understanding it . Based on feedback from the testers , Yamazaki would rewrite and reorder some parts , and add hints . When creating the game 's story , the development team took into account that some players might not have played any Ace Attorney games before . Because of this , they tried to make the game as accessible as possible , and make it playable without first having played any of the previous titles ; for instance , the first part of the game is a tutorial that introduces the game and the characters . They did however add in @-@ jokes for players who had played previous Ace Attorney games . Kay Faraday was the first new character that was created for the game , and was cited by Eshiro as one of his favorite characters .

The development team felt that with previous Ace Attorney games , players could identify with Phoenix Wright and Apollo Justice ; for Ace Attorney Investigations , they wanted players to be immersed in the game and feel like they are Edgeworth . He said that they think players will feel a connection with Edgeworth and understand his character . As examples of this , Eshiro cited the ability to directly control Edgeworth , and the possibility to see inside his head : the game 's logic system was created because the development team wanted to show how Edgeworth thinks . It represents what is happening inside his mind , which Eshiro describes as a " very cool , calm and collected way of thinking " . For the rebuttal phases in the game , Eshiro wanted to try out new things that could not be done in courtroom battles : during rebuttals , several characters come in and out during each scene at a rapid pace , providing the player with evidence , to create drama with tension . Ace Attorney Investigations has a larger focus on the environment than previous Ace Attorney titles had ; previous titles featured gameplay elements in which the player finds contradictions in suspects ' statements , whereas the goal of Ace Attorney Investigations is to find things at the crime scene that contradict the evidence the player has . The game 's third person perspective was specifically chosen to be different from the main series ' first person perspective , and to show the environment so that players can walk around inside it . The game system was designed specifically for Ace Attorney Investigations , with the aim of being different from the main series ; therefore , Eshiro felt that a lot of its features should stay within the Investigations series , and not be used in other Ace Attorney titles .

The development team put effort into trying to make Edgeworth look right ; Eshiro described Edgeworth 's running animation as " graceful , while exerting effort " , while Iwamoto was not entirely convinced and thought it looked like he is " walking really fast accidentally " . Eshiro and Yamazaki wanted to add a lot of features to the Little Thief system , but due to time constraints it ended up more simplistic than they had originally envisioned . Eshiro used his experience with producing action games such as Shadow of Rome and laying out scenes to get backgrounds to move smoothly without scrolling issues when Edgeworth moves . The programmers faced big technical challenges and had to make significant modifications to the game when implementing the graphics : in the game , two animated characters - whose graphics each are larger than those in previous Ace Attorney games - appear simultaneously and on top of smaller " mini @-@ avatar " graphics . Eshiro said that he thinks they pushed the graphic processing ability of the Nintendo DS system to its limits for this . Eshiro said that they would consider making DSiWare episodes if demand was high enough , but that they did not have any plans at the time . He said that there were many technical aspects to consider , such as memory limitations for DSiWare .

= = Promotion and release = =

The game was announced in Famitsu in April 2008 . A demo of the game was made available at

Tokyo Game Show 2008 . It was also shown at San Diego Comic @-@ Con International 2009 , and appeared once more at Tokyo Game Show in 2009 .

The game was published by Capcom on May 28 , 2009 , in Japan , on February 16 , 2010 , in North America , on February 18 , 2010 , in Australia , and on February 19 , 2010 , in Europe . A limited edition version of the game was made available in Japan , containing a business card holder , promotional videos , a CD with five tracks from an Ace Attorney concert performed by the Tokyo Philharmonic Orchestra , a pamphlet from the concert , a game box , and a copy of the game itself . A bundle containing an Ace Attorney Investigations themed Nintendo DSi and a copy of the game was also made available in Japan . The soundtrack album Gyakuten Kenji Original Soundtrack was released on June 24 , 2009 , by Suleputer .

= = = Localization = = =

For the game 's localization , the main focus was to keep the dialogue natural and accessible to Western players , while also staying true to the Japanese version . The Japanese version had several instances of puns or cultural jokes , which would not have worked if they had been translated literally . There were also places in the script where the development team would have liked to insert jokes in the localization , but thought that it may be inappropriate to do so since the joke was not in the Japanese version . The team found difficulties in getting the Western version 's tone right , as they wanted to keep the localized text interesting , and at the same time avoid inconsistencies with the original version 's tone .

= = Reception = =

Ace Attorney Investigations holds a score of 78 / 100 on the review aggregator Metacritic , indicating generally favorable reviews . The game sold 172 @,@ 000 units in the week of its release in Japan , and 42 @,@ 000 the following week ; by the end of 2009 , it was the 33rd best selling game of the year in Japan , with 303 @,@ 445 copies sold . On the other hand , Capcom USA 's vice president described Western sales as " poor at best " . The game won an Aggie Award for Best Character of 2010 , for Miles Edgeworth , and was awarded for Best Adventure Title of 2010 on Nintendo DS by Nintendo World Report . Following the game 's appearance at Tokyo Game Show in 2008 , it was awarded a Japan Game Award in the " future " category .

Austin Boosinger at Adventure Gamers said that the gameplay changes compared to the main series were mostly superficial , resulting in a game that is similar to but worse than the main series . Neal Ronaghan at Nintendo World Report did on the other hand feel that there had been enough changes for the game to feel fresh , and said that it was possibly the best entry in the Ace Attorney series . Hilary Goldstein at IGN said that the new gameplay elements were strong additions that add variety to the game , but felt that the series was running out of steam . Steven Hopper at GameZone said that the game was very similar to previous Ace Attorney games , on good and bad , and that the Ace Attorney series was starting to show its age . Laura Parker at GameSpot said that the game was a " successful twist " on the gameplay of the previous games in the series , and that it " lacked none of the magic " of them .

Boosinger called the game too easy and streamlined , and found the Logic system to be too simple . He did however feel that finding contradictions in testimonies was " fantastic as always " , while too reliant on trial and error . Ronaghan said that many solutions in the Rebuttal phases are " binary " - while it makes sense to present a piece of evidence at several points , the game accepts only one of them . He found the controls to be fine , but called the touch screen @-@ based walking controls " awkward and imprecise " . Goldstein similarly found problems with multiple pieces of evidence that all could point to the same contradiction , but where the game would only allow a specific one . At other times , she said that no reasonable solution could be found , forcing her to guess . John Walker at Eurogamer also complained about how reasonable solutions sometimes are not accepted . Hopper said that solving cases isn 't intuitive enough , and involves a lot of trial and error . While some puzzles made sense to him , others were frustrating . Parker called the gameplay exciting ,

and said that the game has depth and variety , but that it is too easy at times .

Boosinger said that while the game retains the comedy of the Ace Attorney series and has great character writing , he found the story to be dull , slow , and too long . Ronaghan called the dialogue funny , and said that the game was well @-@ paced , long , and enjoyable . Goldstein called the story interesting , but said that it at times plays out " like a bad soap opera " . Walker appreciated the choice to make Edgeworth the game 's lead character , and called Kay a fantastic addition . He found the translation of the game to be incredible , despite a number of spelling mistakes . Hopper appreciated that the game has a new protagonist and setting , and called the dialogue " cheesy but charming " . On the other hand , he said that there is a lot of superfluous text in the game , making the cases longer than they need to be . Parker said that it takes some time to get used to playing as Edgeworth , saying that he is not as immediately engaging as Phoenix and Apollo . She called the story deep and intricate , and slow but solid . Ronaghan called the art style and presentation wonderful , and said that each character " oozes with personality " , but that the animation , while better than that in previous titles , was limited to only a few frames at a time . Goldstein called the characters colorful , but found the locations to be uninteresting . Hopper called the game 's aesthetic " anime @-@ esque " and clean , and said that the static images were decent . Parker liked the game 's presentation , and called the environments " beautifully drawn " .

= = = Legacy = = =

A manga based on the game , written by Kenji Kuroda and drawn by Kazuo Maekawa , premiered in 2009 in Kodansha 's Weekly Young Magazine . Kodansha also released the manga in North America in four volumes between July 31 , 2012 , and January 29 , 2013 . The second and third volume ranked 7th and 8th , respectively , on The New York Times Manga Best Seller List for one week each in 2012 . In 2011 , an attraction based on the game was opened in the amusement park Joypolis in Tokyo . A stage play based on game is planned to run in July 2016 in Tokyo .

A sequel to the game , Ace Attorney Investigations 2 , was released in Japan on February 3 , 2011 . There are currently no plans for Capcom to release it internationally , but a fan translation has been made and released on the internet . In July 2013 , Eshiro said that he and Yamazaki would like to make a third Investigations game , and that he intended to secure the needed Capcom personnel and plan everything out in the future , but that he could not make any promises .