

= Apollo Justice : Ace Attorney =

Apollo Justice : Ace Attorney , known in Japan as Gyakuten Saiban 4 (Japanese : ?????4 , lit . " Turnabout Trial 4 ") , is a visual novel adventure video game developed by Capcom for the Nintendo DS handheld game console . It is the fourth video game in the Ace Attorney series , and was originally released in Japan on April 12 , 2007 ; it was later released in North America , Europe and Australia in 2008 .

The game takes place seven years after the previous game , Phoenix Wright : Ace Attorney ? Trials and Tribulations . Phoenix Wright , the main character of previous titles in the series , has been stripped of his attorney 's badge , and Apollo Justice , an up @-@ and @-@ coming attorney , becomes his apprentice , working with Phoenix 's adopted daughter Trucy on four cases . The player 's goal is to get their clients declared not guilty ; to do this , they investigate the cases and cross @-@ examine witnesses . When finding inconsistencies in witness testimonies , the player is able to present pieces of evidence that contradict the witnesses ' statements . They can also use the " perceive " system , in which they are able to see nervous motions or actions during witness testimonies , similar to a tell in poker .

The game was developed by a team of 28 staff members , including producer Minae Matsukawa , director Mitsuru Endo , and character designer Kazuya Nuri . Series creator Shu Takumi , who wrote the game 's scenario and took on a supervisory role for the production , had wanted the series to end with Trials and Tribulations , as he felt that Phoenix 's character had been explored fully ; when it was decided that the game would get made , he wanted it to have a new main character with a new story , and wanted Phoenix to not make an appearance . Despite this , it was decided that Phoenix would be the accused in the first case in the game . Apollo Justice sold around 250 @,@ 000 copies during the first retail week and 515 @,@ 417 by the end of 2007 , and has been mostly positively received by critics .

= = Gameplay = =

Apollo Justice : Ace Attorney is , like the rest of the Ace Attorney series , a cross between the adventure game and visual novel genres . The player 's goal is to defend their clients in four cases , and prove their innocence . The gameplay is separated into two types of situations : Investigations and trials .

During the investigation phase of each case , the player explores the game world by either using the stylus or the D @-@ pad to select the actions they wish to engage in : Examine , Move , Talk , or Present . The player converses with non @-@ player characters by selecting dialogue and can move around the game world by selecting the locations they wish to travel to . Information gained during Investigation Mode can be used during the Trial phase of the game and items picked up can be used as evidence . The player cannot progress without completing certain actions . Ema Skye , a character from the DS remake of the original Phoenix Wright : Ace Attorney game , often provides the player with opportunities to use DS features such as the microphone to perform actions such as dusting for fingerprints .

The trial portions consist of listening to and cross @-@ examining witness testimonies . The player is given the option to either Press or Present evidence in response to statements made by witnesses . The player can either select their choice or yell into the microphone . By choosing Press , the player questions the witness 's statement , which sometimes causes the witness to change their testimony . When finding inconsistencies in the testimony , the player may choose Present in order to show a piece of evidence that they think contradicts the testimony . The player has a health bar , representing the judge 's patience . If the player presents incorrect pieces of evidence or choose incorrect answers to questions in court , health is lost . If the health bar reaches zero , the player loses the game and their client is declared guilty . A new system , known as the " Perceive System , " can be used to look for motions or actions made by witnesses that show nervousness , similar to a tell in poker . The move comes with the catchphrase , " Gotcha ! " (" There ! " (??? ! , Soko da !) in Japanese) . The game also includes a " Crime Recreation Mode " that models

evidence or the crime scene in a 3 @-@ D rendition and allow the player to explore the recreation to look for clues . Additionally , the game often recreates the crime in cutscene sequences , allowing the player to observe the action and find contradictions .

= = Plot = =

= = = Setting and characters = = =

Apollo Justice takes place seven years after the previous game in the series , Phoenix Wright : Ace Attorney ? Trials and Tribulations . The game consists of several cases and trials , called Turnabouts . In four separate Turnabouts , the main character , Apollo Justice , must defend his clients against the charge of murder . After the first Turnabout , Apollo works for retired attorney Phoenix Wright , who lost his attorney 's badge due to unknowingly falsifying evidence and now runs the " Wright Talent Agency " to support his adopted daughter , Trucy Wright , a magician from the disbanded Troupe Gramarye and who helps Apollo out during investigations and in court .

= = = Story = = =

In the first case , Turnabout Trump (????? , Gyakuten no Kirifuda) , Phoenix , now a pianist , is accused of murder . Apollo , under the tutelage of Phoenix 's friend , Kristoph Gavin , is called to defend Phoenix and find the true murderer . Unbeknownst to Apollo , he uses falsified evidence to find the real murderer , Kristoph , and proves Phoenix 's innocence .

The second case , Turnabout Corner (??????? , Gyakuten Rensa no Machikado , lit . " Turnabout Connected Corners ") , begins with Apollo joining Phoenix 's combined law office and talent agency , the Wright Anything Agency . He and Trucy investigate three separate but simultaneous incidents : a hit @-@ and @-@ run , a panty @-@ theft , and a missing noodle stand . Seemingly unrelated at first , it is proven that the cases are all connected to a murder that occurred on the same night ; Wocky Kitaki , the son of the local Kitaki family gang , is accused of the crime . Apollo defends him , and faces off against Kristoph 's brother , prosecutor Klavier Gavin , in court ; Apollo connects the cases to convict the true murderer , Wocky 's fiancée , Alita Tiala .

In Turnabout Serenade (????????? , Gyakuten no Seren?do) , the third case , Klavier invites Apollo and Trucy to a concert for his band , the Gavinners . A murder occurs during the show , and Apollo and Trucy receive the task of defending the main suspect , pianist Machi Tobaye , one of the concert 's guest stars . Aided by the other guest star , the Borginian singer Lamiroir , Apollo proves Tobaye 's innocence by unraveling a complicated plot to smuggle cocoons and uncovers the real murderer , Klavier 's bandmate and detective Daryan Crescend .

In the fourth and final case , Turnabout Succession (?????? , Gyakuten o Tsugu Mono , lit . " Successor to Turnabout ") , Apollo defends Vera Misham , who has been accused of poisoning her father , Drew . As the finale of Apollo Justice , Turnabout Succession reveals the mysteries surrounding Phoenix 's last case as an attorney , as well as the history of Troupe Gramarye and how Trucy came to be his adopted daughter . It is also revealed to Phoenix that Trucy and Apollo are half @-@ siblings , and that Lamiroir is really their birth mother , Thalassa Gramarye . This is the sole session of the game where the player can interact as Phoenix . In the end , it is discovered that Kristoph Gavin was responsible for the deaths of Drew Misham and Zak Gramarye , the attempted murder of Vera Misham , and the fake evidence that forced Phoenix to retire . At this point , the player can determine Vera Misham 's verdict through the Jurist System . Choosing " Not Guilty " results in Vera being declared not guilty , while Phoenix promises Lamiroir that he will tell Apollo and Trucy the truth someday and considers retaking the bar exam and returning to law . Choosing " Guilty " leads to an alternate ending in which the court agrees on a " hung jury , " leaving the actual verdict to be decided the next day . Vera succumbs to poison she unwittingly consumed during the trial and dies before her verdict is decided .

= = Development = =

Apollo Justice was developed by a team of 28 staff members . It was produced by Minae Matsukawa and directed by Mitsuru Endo , with character design and art by Kazuya Nuri , while series creator Shu Takumi wrote the game 's scenario and took on a supervisory role . Takumi had wanted the series to end with the previous game , as he felt its main character , Phoenix Wright , had been fully explored and that his story had been told ; he said that it is important to know when to end a story , that he did not want the series to become a shadow of its former self , and that he did not see any reason to continue it . When it was still decided that a fourth game would be made , Takumi wanted it to have a new main character and a new story ; he did not plan to have Phoenix appear in the game , but his colleagues wanted him in the game in some form , which led to him being the accused in the first case in the game .

Early in development , it was proposed that the game would use 3D graphics , as a way to make a big impact worthy of the start of a new Ace Attorney series ; eventually they settled for a 2D style , with a few 3D elements . Apollo Justice was the first game in the series to feature videos created using motion @-@ capture data . A male staff member of the Research & Development team was chosen to be the motion @-@ capture actor for a female character ; the producer described him as being " a natural " at it . Voice acting was also provided by Capcom staff members . During development , staff members visited real courts to watch and study the trials . Most of the game 's music was composed by Toshihiko Horiyama , with Hideki Okugawa composing three songs and Akemi Kimura and Shu Takumi composing two songs each . A soundtrack album , *Gyakuten Saiban 4 Original Soundtrack* , was released on June 27 , 2007 . A concert , based on the music from Ace Attorney and entitled *Gyakuten Meets Orchestra* , took place in Tokyo in April 2008 . A CD of the concert was published on July 16 , 2008 .

Alexander O. Smith , who worked as a writer on the localization of the first Ace Attorney game , also worked on the localization of Apollo Justice . Localization of the game was already in progress by August 2007 . The name " Apollo Justice " was decided in collaboration between the Japanese and American divisions of Capcom ; it took them twenty @-@ two meetings to decide on it . The name refers to how Apollo fights for justice . During the localization , there was some debate about the use of the word " panties " to describe Trucy 's magical bloomers , a prop she uses in her magic shows ; some on the localization team felt that it was inappropriate to joke about an underage girl 's panties , and wanted them to be localized as " magic pants " , while some felt that the joke would be lost if the player already knew that they were massive bloomers . Janet Hsu , one of the staff members working on the localization , made an argument for " emotional accuracy " , saying that the Japanese version of the game was trying to make the player feel at unease over looking for what they might imagine to be " sexy lingerie " , and then let the player feel relief at finding out that it is a prop for a magic show . In the end , they were referred to as " panties " .

= = = Release = = =

The game was announced in 2005 , and was originally planned to be released in 2006 in Japan . A demo version of the game was first made available at Tokyo Game Show in 2006 , and an English trailer was presented at the following year 's Tokyo Game Show . The game was eventually released in Japan on April 12 , 2007 , with North American , European , and Australian releases following on February 19 , 2008 , May 9 , 2008 , and May 22 , 2008 , respectively . In Japan , a limited edition of the game was made available . It includes branded headphones , an Ace Attorney dictionary on a DS card , and a series highlights DVD . A keychain depicting Apollo was included with preorders purchased at GameStop and the online Capcom store .

= = Reception = =

Apollo Justice : Ace Attorney has received generally positive reception , holding a score of 78 / 100 at the review aggregator Metacritic . It received four nines out of ten , totaled to thirty @-@ six out of

forty , from video game magazine Famitsu . However , 1UP.com commented that , " the Phoenix Wright games are by far the best @-@ written titles you 'll find on the DS , and Justice is no different . " 1UP.com also commented that the added features made especially for the DS were " super engaging even though the actual actions aren 't that difficult to do . " On 21 November 2013 , RPGFan placed the game 5th on their top 20 Nintendo DS games list .

IGN largely agreed with 1UP but commented that " the first Apollo Justice title plays identically to the Phoenix Wright trilogy " . IGN Australia noted out that complaints about the previous games , such as that " finding the right path through the game feels like a process of trial and error " and that players could beat the game by " routinely pressing at every available opportunity and then using a minimum of logic , " were not fixed in Apollo Justice . " Additionally , " the game 's rather obtuse , long @-@ way @-@ around approach to problem solving " caused what IGN viewed to be unnecessary delays to the game . IGN also felt that new features were " a little gimmicky " but did not " detract from the experience in the slightest . " However , IGN Australia thought the game was " great " overall . The game was nominated for " Best Story " in IGN 's 2008 Video Game Awards , though it did not win .

These views were echoed by many reviews . GameSpot felt that the story , while strong , " moves along at a snail 's pace " and that " many of the series ' flaws are still present . " A " lack of innovation and change " was the main sticking point for GamePro , who thought of Apollo Justice as " a solid distillation of the franchise formula . " The Nintendo World Report felt that the game " builds upon the Phoenix Wright trilogy " even though " [g] ameplay remains mostly unchanged . " GameSpy pointed out that the game 's use of the DS 's touch features , " vastly improves the experience " though the crime scene reenactment is " all too brief . "

Apollo Justice sold around 250 @,@ 000 copies during the first retail week , and had more than 500 @,@ 000 copies shipped by the end of its second week in Japan . By the end of 2007 , it had sold 515 @,@ 417 units . While not as successful in terms of sales in North America , the game still placed fifth in games sold for the Nintendo DS during its release week .