Phoenix Wright : Ace Attorney

Phoenix Wright : Ace Attorney , known in Japan as Gyakuten Saiban (???? , lit . " Turnabout Trial ") , is a visual novel adventure video game developed by Capcom . It was originally released for the Game Boy Advance in 2001 in Japan , and has since been ported to multiple platforms . The Nintendo DS version , titled Gyakuten Saiban Yomigaeru Gyakuten in Japan , was released in 2005 in Japan and North America , and in 2006 in Europe , and includes an English language option . The game is the first entry in the Ace Attorney series , and has received several sequels and spin @-@ offs .

The story follows Phoenix Wright , a rookie defense attorney who attempts to get his clients declared " not guilty " . Among other characters are Phoenix 's boss , Mia Fey ; his assistant and Mia 's sister , Maya ; and prosecutor Miles Edgeworth . The player controls Phoenix through two types of sections : investigations and courtroom trials . During investigations , they gather information and evidence , and during trials , they cross @-@ examine witnesses and answer questions from the judge , the prosecutor , and the witnesses . The story is split into five cases , the fifth being introduced in the Nintendo DS version to take advantage of gameplay elements using the handheld 's touchscreen and not available in the original Game Boy Advance version .

Development of the game was handled by a team of seven people over the course of ten months . It was directed and written by Shu Takumi , and was originally planned to be a Game Boy Color game about a private investigator . The game was designed to be simple , as Takumi wanted it to be easy enough for even his mother to play . While the original version of the game takes place in Japan , the localization is set in the United States ; this became an issue when localizing later games , where the Japanese setting was more obvious .

The game has been mostly positively received by critics , who have appreciated its premise , writing , characters and presentation . The game has been a commercial success both in Japan and internationally , with the North American release selling higher than expectations and being hard to find in stores shortly after release . Other media based on the game has been made : a manga series premiered in 2006 ; a film adaptation of the game , titled Ace Attorney , premiered in 2012 ; and an anime series adaptation started airing in 2016 .

Gameplay

Phoenix Wright : Ace Attorney is a visual novel adventure game in which the player takes the role of Phoenix Wright , a rookie defense attorney , and attempts to defend their clients in five cases . These cases are played in a specific order ; after having finished cases , the player can re @-@ play them in any order . Each case starts with an opening cinematic showing a murder ; shortly thereafter , the player is given the job of defending the prime suspect of the case . The gameplay is split into two types of sections : investigations and courtroom trials .

During investigations , which usually take place before or in between trial sessions , the player gathers information and evidence by talking to characters such as their client , witnesses , and the police . The player is able to move around a cursor to examine various things in the environment . By using a menu , the player can move to different locations , examine evidence , and present evidence to other characters ; by showing certain pieces of evidence to some witnesses , the player can get access to new information . In the game 's fifth case , created for the DS version and used in all subsequent releases , the player is able to examine evidence more closely , rotating it to view it from all sides and zooming in or out on it using touchscreen controls ; they are also able to move a cursor to investigate specific parts of the evidence . The fifth case also features forensics tests that the player can use at crime scenes to find clues : the player can spray luminol by tapping areas they want to examine on the touch screen , which makes the player able to see otherwise invisible blood stains ; and they can touch the touch screen to apply aluminum flake powder in order to search for finger prints . After applying it , they can blow into the microphone to reveal the prints . Once the player has gathered enough evidence , the investigation section ends .

In the courtroom trials , the player aims to get their client declared " not guilty " . In order to do so ,

they cross @-@ examine witnesses ; during these cross @-@ examinations , the player aims to find lies and inconsistencies in the witnesses ' testimonies . They are able to go back and forth between the different statements in the testimony , and can press the witness for more details on a statement . When the player finds an inconsistency , they can present a piece of evidence that contradicts the statement . In the Nintendo DS version , the player can choose to press and present by using vocal commands , and in the Wii version , players have the option to present evidence by swinging the Wii Remote . At certain points , the player has to answer questions from the judge , the witnesses , or the prosecutor through a multiple @-@ choice answer selection , or by presenting evidence that supports Phoenix 's claims . On the screen , a number of exclamation marks are shown ; if the player presents an incorrect piece of evidence , one of the exclamation marks disappear . If all disappear , the player loses the game . When the player solves a case , they unlock a new one to play .

= = Plot = =

  The first case of the game portrays defense attorney Phoenix Wright 's first trial , in which he successfully defends his childhood friend Larry Butz , who was suspected of murder . In the second episode , Mia Fey , the owner of the law office Phoenix works at , is murdered for being aware of corporate blackmail , and her younger sister Maya is charged with the crime because her name was found written on a piece of evidence . Phoenix defends her , and meets another childhood friend , Miles Edgeworth , who is the prosecutor of the case . Maya is found not guilty , and becomes Phoenix 's assistant ; as she is a spirit medium , she is able to channel Mia 's spirit , who offers Phoenix help at some points . In the third case , which Edgeworth is also the prosecutor of , Phoenix and Maya investigate the murder of an actor . They learn that the victim was accidentally killed in self @-@ defense by a producer , whom the actor tried to kill over a matter of blackmail while dressed as another actor in order to frame him .
  In the fourth case , Edgeworth is charged with murder , and is defended by Phoenix . They learn that Edgeworth was set up by his mentor , Manfred von Karma . Several years earlier , von Karma had shot and killed Edgeworth 's father Gregory , a defense attorney , after Gregory had ruined von Karma 's perfect record ; von Karma led Edgeworth to believe he had shot his own father . It is revealed that Edgeworth was what inspired Phoenix to become an attorney : Edgeworth and Larry had defended him when they were children , after Phoenix had been accused of stealing money . The three became friends , until Edgeworth moved away after his father 's death . Phoenix exposes von Karma 's cover @-@ up and gets Edgeworth declared not guilty . After the case , Edgeworth thinks about taking time off from his position to consider the events , while Maya announces she is going back to her home in Kurain Village for spiritual training .
  The fifth case (not present in the original Game Boy Advanced release , but added for the DS and subsequent releases) has Phoenix defending chief prosecutor Lana Skye when she is charged with murdering a detective . With the aid of Lana 's younger sister Ema during the investigations and the help of Edgeworth during the trial , Phoenix learns that Lana was blackmailed by the chief of police , Damon Gant , into covering for a murder she thought that Ema had committed several years before . Gant himself is revealed to have committed the murder and pinned the blame on Ema . Though Lana is cleared of murder charges , she willingly goes to jail for being an accomplice . Ema says her goodbyes as she heads to Europe to study forensic science .

= = Development = =

  Phoenix Wright : Ace Attorney was developed by a team of seven people , and took ten months to make . It was directed by Shu Takumi and produced by Atsushi Inaba , with music by Masakazu Sugimori , character design by Kumiko Suekane , and art by Tatsuro Iwamoto . In 2000 , after Takumi had finished his work on Dino Crisis 2 , his boss at the time , Shinji Mikami , gave him six months to create any type of game he wanted to . Takumi had originally joined Capcom wanting to make mystery and adventure games , and felt that this was a big chance for him to make a mark as

a creator .

At first , the game was planned to be released for the Game Boy Color , but after the development team were shown the Game Boy Advance system 's screen and footage of Mega Man Battle Network , Takumi felt that the Game Boy Advance would be perfect for Phoenix Wright : Ace Attorney . The game was designed to be simple , as Takumi wanted it to be easy enough for even his mother to play . As it was less common at the time to use professional voice actors , the game 's voice clips were provided by the development team : each staff member recorded every sample that was needed for the game , and then the best ones were used . Takumi used his privilege as a director to cast himself as Phoenix , however , while Edgeworth was voiced by Iwamoto , and von Karma by Sugimori .

The game was originally going to be a detective game , with Phoenix being a private investigator who found a body at the office of his client and got arrested ; as the lawyer who was assigned to the case was useless , Phoenix took up his own defense . One staff member suggested that Phoenix should be a hamster ; while this didn 't happen , this early version of Phoenix did have a pet hamster . It was decided early during development to refer to the game as " Surviban : Attorney Detective Naruhodo @-@ kun " , with " surviban " being a portmanteau of " survival " and the Japanese word " saiban " (?? , " court " or " trial ") . Among other names considered were " Boogie @-@ Woogie Innocence " and " Bingo Bengo " , with " bingo " referring to answering correctly and " bengo " (??) being Japanese for legal representation . At one point , Takumi realized that finding and taking apart contradictions was not related to detective work , and felt that the main setting of the game should be courtrooms . The game was in danger of getting cancelled at one point , as two of the staff members decided to leave the company , but Takumi 's division leader and Inaba got a member of the Resident Evil development team to help them part @-@ time .

= = = Writing = = =

Takumi felt that the best way to write a mystery with a good climax is to reveal various clues , and then pull them together into one conclusion , and not have multiple possible endings . He said that the biggest challenge with that was to make the gameplay and story work together ; the goal was to make the player feel like they have driven the story forward themselves , with their own choices , even though the game is linear . When writing the episodes , Takumi ranked each after its importance : the first episode was the most important , to make sure that the player likes the game ; the second episode was the second most important , to solidify the player 's interest ; and the finale was the third most important . In general , each scenario was finished before anything else was done ; after this , characters were designed based on the scenarios , and then Takumi adjusted dialogue as needed to make sure that it fit the designs . At this point , it was also decided what scenes were going to have specific cut @-@ in illustrations made for them ; Takumi drew rough sketches of them , and also drew the storyboards for the episodes ' openings , which consist of series of detailed drawings that show what is happening .

In Takumi 's initial draft of the story , the second episode , " Turnabout Sisters " , was the first episode of the game . The development team decided that it did not work well as something that would ease players into the game , because of its length among other factors . Because of this , Takumi wrote a shorter episode , " The First Turnabout " , which was used as the game 's first episode . Takumi wanted players to focus on the thrill of " nailing the culprit " , especially for the first episode ; because of this , the culprit of the first episode is shown in that episode 's opening , as this was the most direct way Takumi could think of doing it . According to Takumi , it was a challenge to write the episode , as , in addition to keeping it short , he had to set up the world of Ace Attorney and the types of characters that players would meet . The third episode was written for the sake of the character Miles Edgeworth , and the theme of the fourth episode was " rekindling the relationship " . In it , Takumi tried to portray an intensively strong friendship between Phoenix and Edgeworth ; he did wonder if that was what people got from it , saying that some people interpreted the bond between Phoenix and Edgeworth as an " intensively passionate bond " . Because of these two episodes , Takumi considered Edgeworth to in a way be the game 's protagonist . The

classroom trial in the game 's fourth episode was based on real events : when Takumi was in second grade , he had found a 5 yen coin and put it in his pocket ; his teacher accused him of stealing it from another student , and made him apologize to her .

Takumi only spent little time on writing a backstory for Phoenix before writing the game 's story , and instead made up dialogue and developed Phoenix 's personality as he went along . Takumi said that Phoenix is Shu Takumi in everything but name , with dialogue similar to what Takumi would have said in each situation in the games ; he attributed this to him being a first @-@ time writer who did not think about developing characterization prior to writing the story . Takumi didn 't write a backstory for Dick Gumshoe ; instead , Gumshoe 's character and personality just " fell into place " after Takumi decided that the character would end his sentences with " pal " . Other aspects of the character came about organically as Takumi wrote the story ; for instance , at one point Edgeworth says that he will cut Gumshoe 's salary , which became part of Gumshoe 's backstory . Takumi came up with the partner character Maya because he thought it would be more fun for players to have another character with them , giving them advice , than investigating on their own . Originally , she was going to be a lawyer @-@ in @-@ training , preparing to take the bar exam .

Takumi found the game 's first defendant , Larry Butz , to be particularly difficult to write , and had to re @-@ write him several times . Originally , Larry was going to be an " average Joe " type of character , who only appeared in the game 's fourth episode , but after his inclusion in the first episode , Suekane and Iwamoto told Takumi to give the character " some oomph " . Following this , Takumi wrote him as a " prickly tough @-@ guy " who had the habit of telling people he was going to kill them . Some of the higher @-@ ups at Capcom did not like this , so Takumi changed him into a character who laments his lot in life , saying " I 'm going to die ! " or that the situation is killing him . The culprit of the third episode was originally going to be male , until Suekane pointed out that all villains in the game were male . The development team debated over what to do with the now female character ; some staff members thought it would be odd to have a female character be the director of an action show , and some wondered what to do with the director role if she could not fill it . In the end , Takumi changed the scriptwriter character into a director , and made the culprit a " strong , glamorous , fashionable , and cool @-@ headed " producer .

Nintendo DS version

The game 's fifth episode , " Rise from the Ashes " , was not included in the original version of the game ; it was created four years later , as part of the Nintendo DS version of the game . The fifth episode was produced by Minae Matsukawa , under supervision of Inaba and Mikami . New music pieces for " Rise from the Ashes " were composed by Naoto Tanaka . When writing the episode , Takumi wanted it to link up with Edgeworth 's disappearance in the second game , Phoenix Wright : Ace Attorney ? Justice for All , so he thought about what would be the thing that would be the most damaging to Edgeworth 's psyche . He decided on corruption and betrayal from within the prosecutor 's office , despite the seriousness of the topic . The character Jake Marshall was created as a parallel to Godot , in an analogy between the Skye sisters and the Fey sisters . The idea to include the use of the Nintendo DS system 's microphone came from American Capcom staff members ; the Japanese staff did not like the idea of adding unnecessary features , but Takumi thought it was important to make the American audience happy , so it was included as an optional feature .

Release

The original version of the game was released for the Game Boy Advance in Japan on October 12 , 2001 . The Nintendo DS port , which was titled Gyakuten Saiban : Yomigaeru Gyakuten (???? ???? , " Turnabout Trial : Revived Turnabout ") , was released in Japan on September 15 , 2005 , and included a new episode and an English language option ; the English option was a selling point in Japan , with the hope that Japanese people who were studying English would play the game . North American and European releases followed on October 11 , 2005 , and March 31 , 2006 ,

respectively . 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 March 18 , 2008 . Yomigaeru Gyakuten was later released on Wii via WiiWare in Japan on December 15 , 2009 , in North America on January 11 , 2010 , and in Europe on January 15 , 2010 . The fifth episode was released separately on WiiWare , on March 16 , 2010 , in Japan , in May 2010 in Europe , and on May 24 , 2010 , in North America . An iOS version of Yomigaeru Gyakuten was released in Japan on December 21 , 2009 , and in the West on May 24 , 2010 .

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 = = =

The localization of the game was outsourced to a company called Bowne Global , and was handled by writer Alexander O. Smith , who was not familiar with the Ace Attorney series prior to working on it , and editor Steve Anderson . While the Japanese version of the game takes place in Japan , the localized version is set in the United States . They would normally have left the setting vague while adapting cultural differences that the target audience would not understand , but because one of the episodes involves time zones , they had to specify where the game takes place , and chose the United States without thinking a lot about it . This became an issue in later games , where the Japanese setting was more obvious . All the voice roles in the localized version of the game were handled by localization staff ; Takumi had wanted to do the English voice for Phoenix , but it was handled by Ben Judd .

Smith faced several problems related to the game 's use of puns ; in the Japanese version , each character has a name that relies on Japanese wordplay . While Smith and Anderson had a lot of freedom when it came to localizing the names of minor characters , they had to discuss the names of the main cast with Capcom . Smith came up with a list of first names and last names for Phoenix , with the first suggestion being " Roger Wright " ; " Phoenix " was also on the list , but further down . Smith felt that " Wright " had to be the character 's surname , because Phoenix 's surname in the Japanese version ? " Naruhod? " , meaning " I see " or " I understand " ? was used many times in the game 's text as a joke . The reason for the suggested first name " Roger " was alliteration , and " Roger " being a good source of jokes . A staff member of the development team , however , thought that " Roger Wright " was too similar to " Roger Rabbit " . Among other suggested first names were " Pierce " , " Xavier " , " Marcus " , and " Zane " . In the end , " Phoenix " was chosen due to how heroic it sounded .

As the game 's dialogue consists of a lot of wordplay and misunderstandings , Smith would analyze scenes before writing them : he would see what the scenes were trying to accomplish , and where the beats in them were . After he had the structure of a scene in his head , he would write it ; at times he was able to make use of the original Japanese dialogue , but most of the time he had to come up with new ideas himself . At several points , the English wordplay was inspired by the wordplay in the Japanese version . At some points , it was not possible to do wordplay in the same places as in the Japanese version , so Smith would change the structure of the scene slightly . At other points , Smith came up with a joke or funny line , and changed the scene to make the joke work . Around half of the jokes were rewritten based on the characters present in the scene , rather than being translations of the Japanese jokes .

= = Reception = =

Most versions of the game have received " generally favorable reviews " according to the review aggregator Metacritic , with aggregate scores ranging from high 70s to low 80s out of 100 ; an exception is the Wii version , which holds the aggregate score of 67 / 100 , indicating " mixed or

average reviews " .

Famitsu praised the idea of making a game based around trials , which they found to be innovative . Thomas Bowskill at Nintendo Life said that the game had changed his idea of what can make for a great game , and called it a masterpiece . Carrie Gouskos at GameSpot said that the game revitalized the adventure game genre . Michael Cole at Nintendo World Report said that the game 's design and interface would make it a good choice for non @-@ gamers as well . Famitsu found it exhilarating and fun to uncover witnesses ' lies . Bowskill called the investigation sections tedious and boring at times , but said that they were outweighed by the feeling of accomplishment from solving the cases . Craig Harris at IGN felt that the main issues with the game were its linearity , and how the puzzles are simple because of how the player can stop a witness testimony at any time . Cole , too , felt that the game was very linear , and that it was unclear how to proceed at certain points . He said that , because of how story @-@ driven it is , the game has low replay value ; he still felt that players might want to replay it after a few years .

Bowskill appreciated the 2D presentation of the investigations , saying that they suited the gameplay well and that it might have been difficult to find clues if 3D graphics had been used instead . Gouskos appreciated the game 's presentation , calling it " unique and outstanding " ; she said that the music and sound effects work well with the drama , and that the cross @-@ examination graphics , showing the two opposing lawyers along with the sound effect of a sword being unsheathed , gave an atmosphere similar to that of a fighting game . Harris , too , likened the style to that of a fighting game . Gouskos said that the graphics , while simple , work well to show each character 's mood and personality . Harris said that the visuals were well @-@ drawn and that the soundtrack was " nicely rendered " , but felt that the character animation was very limited . Cole said that the graphics , while dated , have " visual flair " . He appreciated the opening cinematics for the cases , which he thought were both stylish and ambiguous , and the character animations , which he called " priceless " . Nadia Oxford at USgamer said that early Ace Attorney games , despite the " tinny " sound of the Game Boy Advance versions , had spawned some of the most iconic music themes in video games ; she noted " The Detective That Came From the Wild West " - the theme of Jake Marshall - as a particularly good track .

Bowskill found the mood of the game to be hilarious , and said that the game never gets stale ; he attributed this to the diversity of the game 's characters . Gouskos called the game 's characters cohesive , over @-@ the @-@ top , and quirky . Harris called the story interesting and well written , citing the characters , situations , and dialogue . Cole was impressed by the mysteries and their resolutions , calling them " novel , unpredictable and plausible " . He also appreciated the character development arcs through the game , which he felt provided pacing and made the cases cohesive . He called the English localization " top @-@ notch " , and appreciated its humor .

= = = Wii , iOS , and Nintendo 3DS versions = = =

Spencer McIlvaine at Nintendo Life was disappointed in how the Wii version only had a single use for motion controls , and how low @-@ resolution graphics from handheld versions of the game were used . Dan Whitehead at Eurogamer similarly thought that the motion controls were only a minor addition , and was disappointed in how little effort Capcom had put into the port compared to LucasArts ' remake of The Secret of Monkey Island . Craig Harris at IGN called it " incredibly lazy " , wishing that it had included improved art and sharper text . Cara Ellison at Eurogamer called the Trilogy HD port " perfunctory " , saying that animations are slow at times , that the high @-@ definition graphics take away from the charm of the pixel art in previous versions , and that there is a delay after button presses .

Phoenix Wright : Ace Attorney Trilogy was better received . Bob Mackey at USgamer appreciated how the games were mostly left untouched , while getting minor improvements , such as the ability to read the text at the player 's own pace rather than waiting for it to " slowly [crawl] across the screen " . He said that the game 's graphical upgrades were hit or miss , with certain characters , including Phoenix and Edgeworth , looking great , while elements that originally had less definition , such as the judge 's beard , were " a little wonky " . Thomas Whitehead at Nintendo Life said that

Capcom had done a " solid job " with the port , and appreciated the stereoscopic 3D effect and the game 's faithfulness to the original ; he , however , felt that the lack of an orchestral soundtrack similar to that in Phoenix Wright : Ace Attorney ? Dual Destinies was a minor disappointment . Geoff Thew at Hardcore Gamer called the updated art gorgeous , and noted that it did not have the same animation @-@ related problems as the Trilogy HD on iOS . He appreciated the 3D effect , which he said works well most of the time , but said that the window frame in the detention center was not rendered on its own layer ; he said that it was not a huge problem , but that it was distracting as the player visits that area often . He also commented on the lack of a remastered soundtrack , calling it a letdown .

= = = Accolades = = =

 Eurogamer ranked the game as the 18th best video game of 2005 . Destructoid named the game the 48th best video game of the 2000s , citing the courtroom gameplay and characters , and calling it " one of the most unique and surprising games " of the decade . They felt that the third game in the series had the best story , but thought it relied too heavily on story events in previous Ace Attorney games ; meanwhile , they found Phoenix Wright : Ace Attorney to be fresh and have challenging cases , making it the best in the series . Game Informer named it the 178th best video game of all time in 2009 . Adventure Gamers named it the 29th best adventure game of all time in 2011 , citing its story , characters , and creative gameplay . In 2015 , GamesRadar named it the 55th best video game of all time , citing its music , story and look , calling it " Shu Takumi 's masterpiece " .

= = Sales = =

 The Game Boy Advance version was the 163rd best selling video game of the year in Japan in 2001 , with 62 @,@ 169 copies sold . Another 37 @,@ 143 copies were sold in Japan in 2003 , of the budget @-@ priced Game Boy Advance re @-@ release , making it the 277th best selling game of the year in Japan . The Nintendo DS version was the 127th best selling game of the year in Japan in 2005 , with 101 @,@ 902 copies sold , the 133rd in 2006 , with 113 @,@ 000 copies , the 122nd in 2007 , with 141 @,@ 681 copies , the 139th in 2008 , with 96 @,@ 146 copies , the 244th in 2009 , with 47 @,@ 081 copies , the 557th in 2010 , with 12 @,@ 586 copies sold , and the 650th in 2011 , with 9 @,@ 460 copies sold .
 Demand for the North American release of the Nintendo DS version was higher than expected , leading to the game being hard to find in stores shortly after its release ; the third printing sold out in around a week . As of February 2007 , 100 @,@ 000 copies had been shipped in North America , which Capcom 's vice @-@ president of marketing found to be surprising . Phoenix Wright : Ace Attorney Trilogy was the 139th best selling game of the year in Japan in 2014 , with 46 @,@ 819 copies sold .

= = Legacy = =

 After the release of the game , sequels , spin @-@ offs , and a crossover have been made . The second and third games in the series , Justice for All and Trials and Tribulations , were released in 2002 and 2004 . The fourth game , Apollo Justice : Ace Attorney , which features the new protagonist Apollo Justice , was released in 2007 . The fifth game , Dual Destinies , was released in 2013 , and a sixth game , Spirit of Justice , was released in 2016 . Two spin @-@ off games starring Miles Edgeworth , Ace Attorney Investigations and Ace Attorney Investigations 2 , were released in 2009 and 2011 , and one featuring Phoenix 's ancestor Ry?nosuke Naruhod? , Dai Gyakuten Saiban , was released in 2015 . A crossover with the Professor Layton series , titled Professor Layton vs. Phoenix Wright : Ace Attorney , was released in 2012 .
 A manga based on the game , written by Kenji Kuroda and drawn by Kazuo Maekawa , premiered in 2006 in Bessatsu Young Magazine . It was released in North America by Kodansha in five volumes from June 2011 to July 2012 . The third and fourth volumes both ranked 2nd on The New

York Times Manga Best Seller List for one week each in 2011 and 2012 , respectively . A live action film adaptation of the game , titled Ace Attorney , premiered in Japanese theaters on February 11 , 2012 . It was produced at Toei Company , and was directed by Takashi Miike . An anime series adaptation premiered in April 2016 .