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**CAPCOM**  
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NINTENDO DS™



**Ace** Apollo Justice™  
**Attorney**™

INSTRUCTION BOOKLET

**CAPCOM**™

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



# Ace Attorney™

## Apollo Justice™

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### A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting APOLLO JUSTICE™: ACE ATTORNEY™ for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY



## THE NEW ERA OF ACE ATTORNEY!

To reveal the truth,  
you've got to expose the lies!

My name is Apollo Justice,  
and I'm a rookie defense attorney.  
In the courtroom, people lie for many reasons.  
Maybe there's someone they want to protect,  
or maybe they just want to protect themselves...  
But whatever the reason, I'll see through it all  
and get to the truth, because that's what I do.

The time has finally come...

Welcome to MY courtroom!

- All characters, laws and legal matters in this game are works of fiction.
- Screenshots in this manual may differ from the actual game.

## CHARACTERS

### APOLLO JUSTICE (AGE: 22)

Apollo is a young rookie attorney who is as passionate about law as his clothes are red.

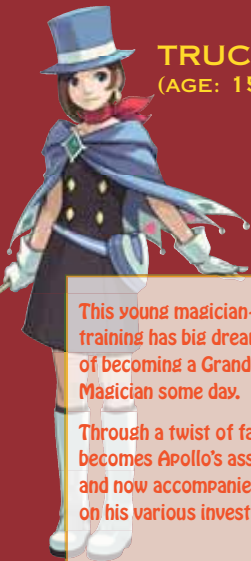
What he lacks in experience, he more than makes up for with his keen powers of perception.



### TRUCY (AGE: 15)

This young magician-in-training has big dreams of becoming a Grand Magician some day.


Through a twist of fate, she becomes Apollo's assistant, and now accompanies him on his various investigations.



## USING THE TOUCH SCREEN

You can play this game completely by using the Touch Screen. Touch the panel on the bottom screen to proceed.



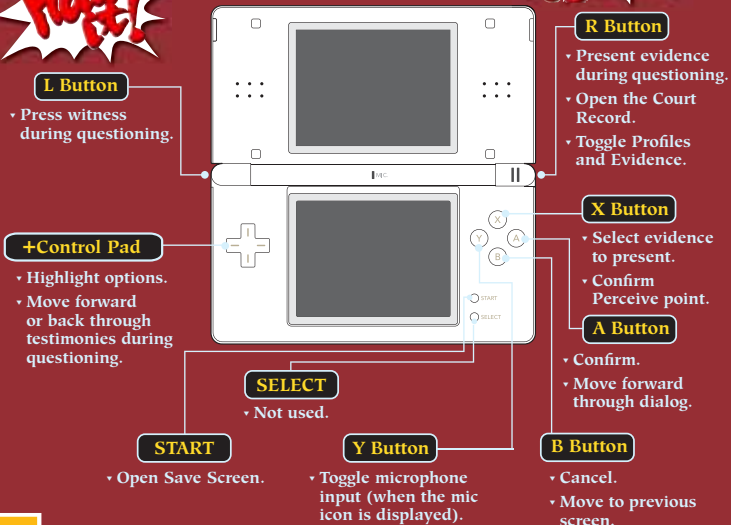
 In this manual, screenshots of the Top Screen have a green border, and screenshots of the Touch Screen have an orange border.

# USING THE CONTROL BUTTONS

## IN THE COURTROOM *(see page 18)*

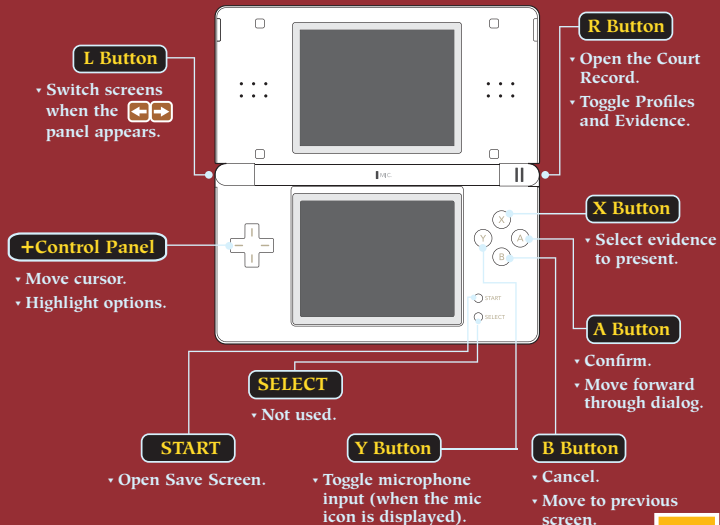


Defend your client  
...and uncover the truth!



## DETECTIVE WORK *(see page 12)*

Gather information to use in court!



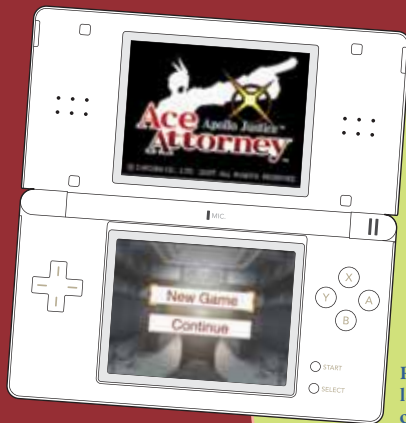
## GETTING STARTED

1. With the Nintendo DS™ turned OFF, insert the *APOLLO JUSTICE™: ACE ATTORNEY™* Game Card securely into the slot.
  2. Turn the system ON.
  3. When you see the DS Menu, touch *APOLLO JUSTICE™: ACE ATTORNEY™* to load the game.
  4. Begin play from the Title Screen and Main Menu.
- ▼ If your Nintendo DS is set to *Auto-load*, you don't need to go through these steps. (See your Nintendo DS manual for information about *Auto-load*.)



## TITLE SCREEN

At the Title Screen (Top Screen), the Main Menu appears on the Touch Screen. Use the Touch Screen to make your selection and begin play.



### NEW GAME

Start a new game or replay episodes you've already completed, starting from the beginning. (Only the first episode is available when you start a new game.)



### CONTINUE

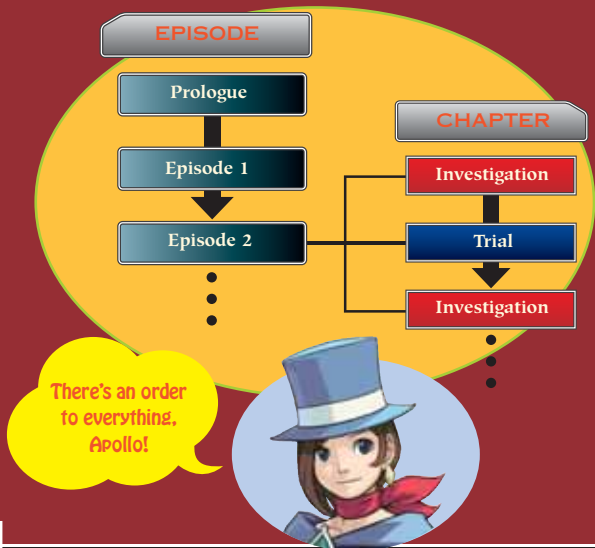
Restart from your last save point, or from the beginning of the chapter you are currently playing.



# GAME FLOW

This game contains four independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

- The first episode consists of courtroom session play only.



## DETECTIVE WORK *(see page 12)*


Visit various locations related to the crime to gather evidence and information. Once you've collected enough, take your case to trial!



## COURTROOM *(see page 18)*

Defend your client as you break down witnesses one by one with evidence and information. The courtroom session of the episode ends either when the case becomes deadlocked, or when a verdict is rendered. If the trial is extended for another day, you begin another round of detective work.

## WHEN YOU SOLVE ONE CASE...

- You unlock a new case to play.
- When you play through episodes you've already completed, you can fast-forward through the dialog by touching the  panel or pressing the B Button. (You will not be able to fast-forward through certain sections.)

## DETECTIVE WORK

The day before the trial, you must investigate the case to gather evidence you'll need to win the trial. Once you gather all the necessary evidence, you will move on to the next chapter in the episode.



### MAIN SCREEN

On the Main Screen, touch the panel to enter the sub-screen for the command you want.

From the sub-screen, select **BACK** to return to the Main Screen.

### EXAMINE

Use the +Control Pad or touch the Touch Screen to move the cursor around and check various things on screen.



When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.



### MOVE

Touch a location to move to it. As the story unfolds, you will be able to go to more places.



### TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you've already selected are checked off. (If no witnesses are around to talk to, this option will not appear.)




### PRESENT

Present evidence you've collected to get information from a witness. (If no witnesses are around, this option will not appear.)





When you see the  panel, touch it (or press the L Button) to toggle back and forth between screens.



During your investigations, there will be times when you'll use forensics to gather evidence.



Touch the screen to fill the shoe imprint with plaster.



After you fill the imprint, touch the screen to use a blow-dryer to dry the plaster. If you do everything just right, you should be able to collect a clear shoe print.

Forensics, huh...? Looks like there are quite a few different techniques, too.

**MATCH FOUND!**



## COURT RECORD

Use the Court Record to view the pieces of evidence you've collected. Touch the *PROFILES* panel to view data on people related to the case. Select *BACK* to close the Court Record.

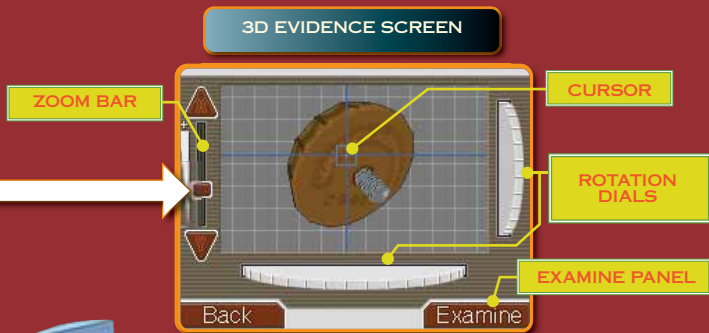


Touch a piece of evidence from the Evidence List to view details on that item.

Touch the *CHECK* panel to examine or read about the piece of evidence in greater detail.

## 3D EVIDENCE SCREEN

From the Court Record, touch the *CHECK* panel to take a closer look at the evidence. Use the zoom bar and rotation dials in your detailed examination.



Be sure to check out every nook and cranny!

- If you find something interesting in the evidence, use the Touch Screen to move the cursor to that spot and touch the *EXAMINE* panel to investigate.

# COURTROOM

## CROSS-EXAMINATION

In the courtroom, your job is to prove the defendant innocent and win the case. Use all the evidence and information you've gathered to reveal the truth!

You will find that many witnesses lie during their testimony. The cross-examination is your chance to clarify everything. There are two ways to get closer to the truth.

### PRESS

Touch the **PRESS** panel to question a part of the witness's testimony. Sometimes the testimony may change if you intimidate the person, so keep at it until you get to the bottom of things.

**Hold it!**



### PRESENT

If you discover an inconsistency in a witness's testimony, touch the **PRESENT** panel to open the Court Record and select a piece of evidence to press the witness with.

### MIC ICON

When you see the microphone icon on screen, you are free to yell into the mic. Hold the Y Button to turn on microphone recognition and yell "Objection" or "Hold it!"

Look for inconsistencies!  
Carefully compare the witness's testimony to the Court Record to find the contradictions.

**Objection!**

## PERCEIVE

Sometimes, no matter how hard you try, you simply can't spot a contradiction, and you can't press out any new testimony. For those hard-to-break witnesses, Apollo has a secret power that's just right for the job.

### LOOK FOR A WEAK POINT!

Even when you can't find a fault in the testimony, as long as a witness is lying, something will give that person away. When you think you've spotted a piece of testimony that is hiding a deeper truth, try touching the Bracelet icon.



### BRACELET ICON

See through the witness's nervous habit with the help of Apollo's secret power!



### SPOT THE HABIT!

When you're in Perceive mode, a witness's testimony displays on-screen more slowly than usual. Use the Touch Screen to spot the witness's nervous habit.

If you touch the *PERCEIVE* panel, the testimony will temporarily freeze, allowing you to look around the screen freely. Take this opportunity to look carefully.



**Gotcha!**

- Touch the *PERCEIVE* panel when you spot a witness's nervous habit!

## GAME OVER

Your life bar (the Judge's patience) appears in the upper right corner of the screen.



Make a mistake and you will lose some life. If your life drops to zero, it's a guilty verdict for your client and a game over for you.

## LOSING LIFE

- You will lose some life if you present the wrong piece of evidence to the court, or...
- You choose the wrong answer to a question in court.



## SAVING YOUR GAME

### SAVE SCREEN

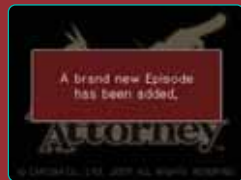
Press START to display the Save Screen and save your progress. The next time you start the game you can continue from this point.

- You can save your progress and quit the game at any time.



### COMPLETING AN EPISODE

If you prove your client's innocence in court, you'll complete that episode. Completing an episode unlocks a new episode on the Main Menu.



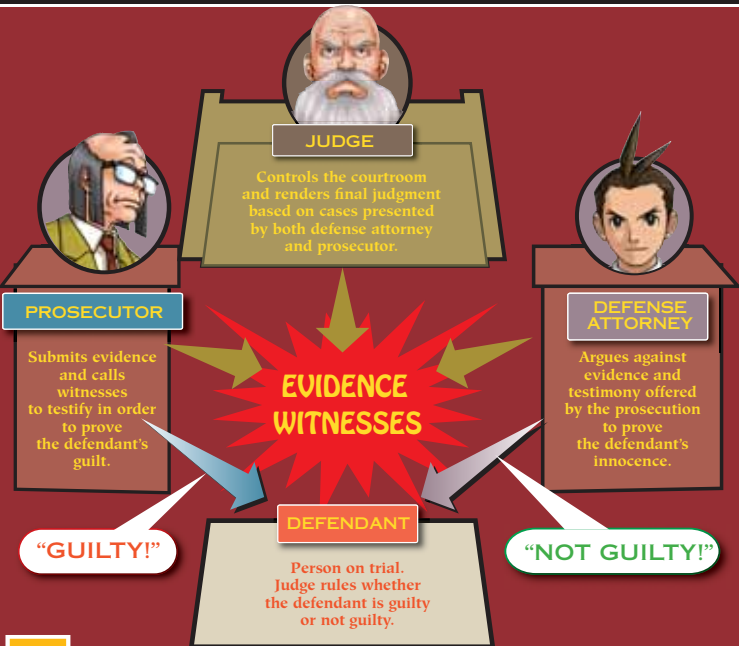
### RESET DATA

Hold down the B and R Buttons at the same time when starting up the game to reset all save data. Be careful: Save data will be erased and cannot be restored.



## LAW LIBRARY

The trial system in this game applies only to *APOLLO JUSTICE™: ACE ATTORNEY™*, and does not reflect events in real-world courts.



## HINTS

### DETECTION TACTICS

- Try exploring different areas and examining different objects. Who knows what kinds of unexpected evidence may turn up?
- Try talking with various people about a variety of topics. Present some evidence, examine an object or two... You never know — a witness just might open up to you!

### COURTROOM STRATEGIES

- Try intimidating the witness into breaking down. You never know what sort of additional testimony you may pull from the person.
- Refer to the Court Record often. If you spot something out of place, make sure to thoroughly check it out!



## CREDITS

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## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Card from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Card free of charge. To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Card certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.  
Consumer Service Department  
800 Concar Drive, Suite 300  
San Mateo, CA 94402-2649

This warranty shall not apply if the Game Card has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Card develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Card to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Card certified mail. CAPCOM will replace the Game Card, subject to the conditions above. If replacement Game Cards are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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