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## Ace attorney trials and tribulations guide

The final installment in the original Ace Attorney trilogy, Phoenix Wright: Ace Attorney - Trials and Tribulations, serves as a conclusive chapter for many character storylines introduced in the previous two games. Originally released on GBA, the game has been ported to various modern platforms, including the Phoenix Wright: Ace Attorney Trilogy package. The gameplay structure remains similar to its predecessors, with players working through investigation and trial phases to prove contradictions and save clients from wrongful convictions. This walkthrough guide is designed to be spoiler-free, allowing players to progress through the game without encountering major plot twists. As such, it follows the same format as our previous Ace Attorney walkthroughs, providing step-by-step instructions for each case while minimizing spoilers. The guide can be used in conjunction with our Phoenix Wright: Ace Attorney and Justice For All walkthroughs, or as a standalone resource for those playing Trials & Tribulations. The game begins with a first tutorial case that takes players back to the early days of Phoenix Wright's career, where he was initially suspected of committing a terrible crime. As players work through the trial, they will encounter various characters and plot twists, all while trying to uncover the truth and prove their client's innocence. Throughout this walkthrough guide, answers to questions posed during the trial are listed in the order they appear, but without context. Players can access evidence and build their case by examining crime scenes, interviewing witnesses, and presenting contradictions. The game also features a cross-examination mechanic, where players must press statements for more information or present evidence to reveal inaccuracies. The guide is designed to be comprehensive, providing step-by-step instructions for each case without revealing major plot twists. Players can use the links below to skip to their current case, or follow along from the start of the game to the very end. Method: Present Crime Photo 1 when prompted and point out the hanging electrical cable above the body. Phoenix's Testimony is straining - so it's time to go again. Choose to "Ask for more details" on the statement "At that moment...". Say "Of course it's important!" and present Crime Photo 1 against the newly added sixth statement: "After I shoved him..." This concludes this segment of the Trial, and adds Umbrella and Phoenix's Testimony to the Court Record. Case 2: There's a brief recess. Chat with your defendant and receive Dahlia's Present and Newspaper Clipping, two new items for your Court Record. They'll be useful as you head back into the trial - where Dahlia will be taking to the stand. Dahlia's Testimony ~ What I Witnessed: Choose to "Show Contradiction" on the third statement "Then suddenly...". Present Phoenix's Testimony against the second added statement: "It didn't look like..." Say "There was lightning." After some chatter, Student's Testimony gets added to the Court Record. When prompted, present Phoenix Wright's Profile. Dahlia's Testimony ~ What I Witnessed, Part 2: Press the first statement to get an optional achievement in newer versions of the game. Present the Student's Testimony evidence from your Court Record against the fifth Statement: "The cable snapping..." Next, choose to present Dahlia Hawthorne's Profile. After some chatter, the Police Report gets added to your Court Record. Dahlia's Testimony ~ How I Met My Feenie: Press the second statement: "It's like we were destined to meet...". When prompted, choose to "Keep Pressing". Present the Police Report evidence against the newly added statement: "I had come to this courthouse..." Dahlia's Testimony ~ The Poisoning: Present Doug Swallow's Profile against the fifth statement "So you see...". Say "Because of that Necklace". After this, the testimony is functionally over, but there's a few more steps to take... Finally, present Coldkiller X. That's the end of your first case - and your tutorial! Next up... a robbery. Case 2 - The Stolen Turnabout: To progress further, proceed to the Basement Warehouse. Upon arrival, encounter Adrian Andrews and engage in discussions about available topics. Utilize the camera to scan the right side of the room, then examine the Golden Statue to add Ami Fey's Golden Statue to the Court Record. Subsequently, return to the Wright & Co. Law Offices to converse with Maya regarding the Sacred Urn and acquire its addition to the Court Record. Next, visit the Main Exhibition Hall where Gumshoe is present. Engage in dialogue with him to obtain DeMasque's Calling Card for your evidence stack. Then, head back to the Basement Warehouse and interact with 'Ace Detective' Luke Atmey. Present DeMasque's Calling Card, examine the sword, and add the Shichishito to the Court Record. Examine the Golden Statue again to update Amy Fey's record. Also, explore the Computer to collect Camera Data for your Court Record. Return to the Main Exhibition Hall, receive a call from Gumshoe, then proceed to the Wright & Co. Law Offices and subsequently the Detention Center. Discuss topics with Ron DeLite in the Detention Center, then move to DeMasque's Hideout where Desiree DeLite awaits. Present Mask DeMasque's Profile, and engage in conversation about one more topic to obtain Desiree's Letter for your Court Record. Examine two pieces of outfit here for an achievement. Return to the Detention Center, present Desiree's Letter, then head back to the Wright & Co. Law Offices. Refresh knowledge with compatriots before making your way to the Main Exhibition Hall. Interact with Andrews about two topics and then proceed to the Atmey Detective Agency where Luke Atmey is available for discussion. Engage in conversation with him regarding the Psyche Lock. Playing as Phoenix Wright for the first time, I found myself immersed in a sea of exposition. Maya managed to acquire the Mask Demasque Publicity Photo, which added to our growing pile of evidence. The trial then commenced with a Cross Examination:Gumshoe's Testimony ~ Mask DeMasque's Crimes, where we had to present the Sacred Urn against Gumshoe's 4th statement about his pattern of behavior. We were prompted to show the Security Camera Photo and point out the difference in the neck/top of the chest area, adding DeMasque's Broach to the Court Record. After some chatter, Atmey took the stand for his testimony. We presented the newly-acquired DeMasque's Broach evidence against his 3rd statement about his fight with the thief. Atmey also mentioned that it was very important and added a new statement to his testimony. We had to present the Shichishito evidence to support this claim, saying that "Mr. Atmey is Mask DeMasque" and that his first blow struck true. The event in the trial updated the Sacred Urn in the Court Record. When given the chance, we chose to show the fingerprints on the urn, presenting Phoenix Wright's Profile as it turned out to be us. Ron then took the stand for his testimony, and we had to present his Wallet from our court record against his 3rd statement about not having an alibi. The trial continued with Godot prompting us to present the Blackmail Letter to back up our claims. We also had to bridge one more logic gap by presenting Larry Butz's Profile. This marked the end of Day One, but it was just the beginning of the trial as we left with a lot to uncover for Day Two's investigation. The Stolen Turnabout: Part Two Investigation picked up where we left off. After some dramatic scenes and a change in circumstances, we found ourselves back on the trail in a second investigation stage. We began at the Wright & Co. Law Offices, talking to Maya about various topics and removing the Sacred Urn from the Court Record. We then headed to DeMasque's Hideout to talk to Desiree about everything. Next, we visited the CEO's Office, where we had to talk to Gumshoe about all the topics, adding Kane's Autopsy Report and Newspaper Clipping to our Court Record. We also presented Kane Bullard's Profile to Gumshoe, allowing us to discuss one more topic. Searching the room, we examined the File Folder on the table, which added Kane's List to the Court Record. We then looked at the Red Button to the right of the painting, adding the CEO Office Key Card. After this, we were able to talk to Larry about a new topic and present the CEO Office Buzzer to open one final topic. This added the Buzzer Record to the Court Record, and our next stop was the Main Exhibition Hall, which required us to first return to the CEO's Office. Talk to Andrews about three topics then present Newspaper Clipping, which will lead to new topic opening up after one naturally leads to another and recording what Ron said, eventually leading to adding Sacred Urn into Court Record. After that examine cardboard box with paint on it, get Paint Marks added to record. Now break Andrews by presenting Magatama, following presentation of Sacred Urn, Treasure Exhibit Poster, Paint Marks, Urn Box, then talking about topics. You're out of time after this trial.Case 2, The Stolen Turnabout - Part Two TrialYou return for another trial with multiple trials on the go, starting with testimony from Ron saying he got blackmail letter and was fired, then testifying that CEO had threatened him if he hadn't been wearing something and pressing harder to prove it. Present Desiree DeLite's Profile next. After a recess, Atmey takes stand again, giving alibi but failing to provide photograph evidence, prompting presentation of spilled paint and pointing out timestamp. Then present Ami Fey Statue and follow up with Luke Atmey's Profile by presenting Golden Statue and Timestamp. Atmey presents Motive for Murder testimony after that, updating Blackmail Letter into Court Record and following up with DeMasque Calling Card against him for the heist motive evidence. The letter accuses Mr. Bullard of being a blackmailer, but there's no proof. Keep asking questions until you reach the truth. In this case, you must investigate a murder at a fancy French restaurant and figure out who committed it. The case starts in the law office, where you meet your friend and discuss several topics. You then visit the detention center and present various documents to Maggey Bryde. As you gather evidence, you unlock new topics and Psyche-Locks. Eventually, you arrive at Vitamin Square, where you examine a magazine rack and get new information for the case. Along the way, you meet new people and discover hidden secrets. Presenting evidence and talking to witnesses is crucial in solving this murder mystery. 1. Follow up by presenting the Job Listings. 2. Next, present the Sports Paper. 3. Finally, present Maggey Bryde's Profile. With that handled, move to Tres Bien. 4. Present Victor Kudo's Profile. 5. You'll be shunted back to Vitamin Square. 6. Talk to Kudo here about every topic you can. Victor's Note gets added to the Court Record. 7. Return to Tres Bien once more. 8. Armstrong is here - and it's time to break another Psyche-Lock.Psyche-Lock: Maggey's Motive (Armstrong) 9. In this Psyche-Lock, you can get an achievement by presenting incorrect evidence at each stage of this Psyche-Lock - but only in newer versions of the game. 10. First, present Jean Armstrong's Profile. 11. Next up, present Victor's Note. 12. Third, present Jean's Loan Contract. 13. Keep scrolling for more 14. With the Psyche-Locks broken, present all your other evidence to Armstrong if you want that achievement. 15. Now talk to him about the two newly unlocked topics. 16. Victor's Note gets removed from the Court Record. Investigation It begins at th Wright & Co. Law Offices. Move to Tres Bien. Gumshoe is here, and by talking about as much as you can, you will uncover a Psyche-Lock. Present Maya's Magatama to break this lock right away. Psyche-Lock: The Radio (Gumshoe)Advertisement Simply present the Victim's Lottery Ticket and you can talk to Gumshoe about one more topic. Millionaire Radio Flyer is added to the record. Move to Blue Screens, Inc. and discuss all of the topics. Examine the papers on the floor to get the Losing Horse Race Tickets added to the Court Record. Examine the empty desk to get Glen's Calendar added to the Court Record. Present Glen Elg's Profile to Lisa to get some key information off Gumshoe. Move to the Kitchen, where you can chat with Armstrong about the topics. Present Jean's Loan Contract to Armstrong to unlock more topics. You can also present all of this case's evidence to Armstrong for an achievement. Move to the Tres Bien restaurant after a short story event. Gumshoe's Lunchbox gets added to your Court Record. Head to Tender Lender, where you can examine the bookshelf to get the Repair Bill added to the evidence pile. Examine the CD player to get MC Bomber CD added to the record. Examine the box on the floor in the bottom-right and add Tres Bien Matches to the Court Record. Once everything is found, talk to the new arrival about two topics. Present Furio Tigre's Profile to unlock a few new topics, one of which has a lot of Psyche-Locks. Make your way back to Vitamin Square and talk to Victor about all topics. When given a choice, say "Suck it up." Move to the Detention Center and talk to Maggey about two topics. Present Victor's Testimony to Maggey to unlock a new conversation option. Finally, present Gumshoe's Lunchbox to Maggey. It's removed from the Court Record. Move to the Criminal Affairs Dept. You can catch up with Gumshoe here and talk about three topics. Present the MC Bomber to get an update in the evidence. Present Violetta's Profile to Gumshoe, which opens up a new topic of conversation. At the end of the chat, another Gumshoe's Lunchbox gets added to the Court Record. Take yourself back to Blue Screens, Inc. You can now break the Psyche-Locks of Lisa - so present Maya's Magatama. Psyche-Lock: Glen's Trouble (Lisa) First, present the Losing Horse Race Tickets and Victim's Lottery Ticket. Next, present Furio Tigre's Profile and finally Glen's Calendar. Finally, present the MC Bomber CD from the evidence to break her Psyche-Locks. Presenting Case 3: The Stolen Turnabout - Part Two Trial evidence requires finesse. Begin by presenting Furio Tigre's Profile and then Bruto Cadaverini's Profile. Victory is within reach. After Viola's locks are broken, discuss the previously locked topics with her. The Repair Bill will be removed from the Court Record, but Medical Papers will be added. Now, it's time to return to Tres Bien... but the clock is ticking. It's back to the courthouse for Case 3. Gumshoe provides a new court record evidence piece - the Small Bottle - just in time for the trial. Armstrong takes the stand at Tres Bien: Witness Cross-Examination. Present Glen Elg's Profile against his fifth statement and point out the "La cup" in the image. Next, present the Crime Photo against Armstrong's third statement: "Z'at was la seat at z'e table..." Prompted to do so, identify the Case on the table and follow up with Victor's Testimony by saying "The Victim was a phony." Armstrong's testimony continues in various settings. Present the Millionaire Radio Flyer against his second statement about an old man arriving. Inside Tres Bien, present the Kitchen on the floor plan when prompted. Then, show Gumshoe the Small Bottle. The Judge calls for a recess but there's more to do during this time: present the Small Bottle to Gumshoe. After some deliberation, a new witness takes the stand. Press harder in Tigre's Testimony ~ The Tiger's Alibi: Witness Cross-Examination when prompted, and then present Glen's Calendar against his newly-added statement. Tigre's testimony also includes discussing Glen Elg and Tres Bien events. Present Furio Tigre's Profile, Viola Cadaverini's Profile, and the Tres Bien Matches at various points. Next up is presenting the Paper Badge when able and following up with the MC Bomber after a recess is called. During this time, Gumshoe returns with the Small Bottle again. When prompted to present your final evidence, present the Small Bottle by saying "It's in the bottle." Turnabout Beginnings: Part One Trial Gumshoe testifies about the incident, including a crime photo and victim's note. Then, Melissa Foster testifies about her own photographs taken on the Dusky Bridge. Her testimony reveals running from the crime scene and hiding the body. The case goes into recess, and during the break, Dahlia Hawthorne's profile is added to the Court Record. Melissa Foster continues testifying about 5 years ago, mentioning Terry Fawles' attempt to save her. Finally, Terry Fawles testifies about who he saw that day. If this case was worth following a spoiler-free walkthrough for, it's definitely the Wright & Co. Law Offices' Case 5: Bridge to the Turnabout - Part One Investigation. The journey begins in your office where you'll get a brief starter on the case and receive the "Oh Cult" New Years Issue to be added to the Court Record. Next, head to the Main Gate where you can discuss various topics with Elise before getting her Hazaruka Temple Map for your inventory. Move back to the Main Gate, then proceed to the Suspension Bridge, followed by the Inner Temple Gate and finally, the Training Hall. In the Training Hall, you'll briefly meet someone and examine a hanging scroll which will be added to your Court Record. Upon returning to the Suspension Bridge, talking through all topics with Elise will result in her Iris' Hood being added to the Court Record, along with 5 Psyche-Locks being discovered. The case takes an unexpected turn at the Detention Center where you can talk to Iris about various topics and uncover more Psyche-Locks. You'll also get to chat with Gumshoe about different subjects which will add Weather Data to your Court Record. At the Main Gate, conversing with another character will reveal 3 additional Psyche-Locks. If playing on newer versions of the game, presenting the Attorney's Badge can aid in unlocking achievements. Following up conversations at the Main Hall results in Iris's Autopsy Report being added to the Court Record, while examining a sword yields the Shichishito. Discovering a staff hidden in snow leads to the Victim's Staff being added to your evidence pile. Moving on to the Detention Center brings Iris into view, where presenting the Magatama can help break Psyche-Locks. In the Heavenly Hall, you'll be able to unlock Hazakura Temple Map and Iris's Testimony by speaking about two previously unspoken topics. By examining flags in the back of the hall, you may also trigger a specific achievement unlocked on newer versions of the game. Trial time has arrived...Case 5, Bridge to the Turnabout: Part One Trial The investigation continues as new evidence is presented. First, the Crime Photo is added to the Court Record, followed by Cross Examination with Bikini's Testimony ~ The Night of the Murder. Next, Present Iris's Testimony against three statements is revealed, along with her hood on a newly-added statement about Iris coming to the Inner Temple. Elise's Autopsy Report provides further insight into the murder. Witnesses are questioned, and new statements are presented, including one about seeing tracks at the crime scene. A recess ensues as Larry Butz's Profile is presented, followed by a conversation in the courtroom during the recess. Larry's Testimony ~ What I Saw reveals more about what he saw on the night of the murder. Phoenix Wright's Profile provides additional information. The Weather Data helps to prove the case against a new witness. The trial continues as Iris's Hood is presented against a statement about sketching in front of the bridge. Larry's Testimony ~ Proof that Iris Flew! reveals evidence that proves Iris flew away from the scene. The Crystal Sphere is added to the Court Record, and Tracks Photo is presented as final evidence. With this section of the trial over, it's time to move on to Case 5, Bridge to the Turnabout: Part Two Investigation. In the Court Record, talk to a character here about various topics, including that mysterious lock. Move forward to the Inner Temple Gate and then head to the Garden. There are characters to chat with and things to inspect: Examine the red item in the snow, which adds Kurain Master's Talisman to your evidence list. Also, examine the Stone Lantern and its surroundings, as well as the red markings on it. Talk to Gumshoe about everything that's been discussed so far, then proceed to the Main Gate for a chat before moving into the Main Hall. In the Main Hall, it's time to break Bikini's Psyche-Locks. Present the Magatama first, and when prompted, confirm "Elise Deauxnim". With the lock broken, discuss the newly-unlocked topic with Bikini. Move on to the Training Hall where things start getting weird; talk to Iris there, who'll reveal yet more Psyche-Locks. Continue by moving into the Heavenly Hall where you'll find even more secrets and Psyche-Locks. As you navigate through these locations, keep an eye out for new topics to discuss with characters, especially Bikini in the Main Hall and Iris in the Training Hall. You'll uncover additional clues and evidence, including the Burnt Letter, which adds to your Court Record when discussed with Gumshoe. Eventually, move into the Courtyard where you'll have even more topics to cover. Start by discussing them with Gumshoe in order, then proceed to present ??????'s Profile, which unlocks two new topics and adds a new Profile. Next, focus on breaking Iris's Psyche-Locks by presenting Bikini's Profile first, followed by Iris's Hood and her Testimony. To prove it was indeed two people involved, present Dahlia Hawthorne's Profile. This will open up three new topics to discuss with Iris. Finally, head into the Heavenly Hall and present Maya's Magatama to Pearl, which concludes your Psyche-Lock challenges in Ace Attorney: Trials and Tribulations. To complete this task, start by presenting the Inner Temple on the map, followed by Maya Fey's Profile, the Burnt Letter, Dahlia Hawthorne's Profile when discussing channeling, Morgan Fey's Profile, and finally the Hanging Scroll. With all five Psyche-Locks broken, you can now talk to Pearl about three new topics for additional information. This updates the Burnt Letter in your Court Record, marking a significant milestone in the investigation. She threw her staff and added it to the Court Record. Next, Elise Deauxnim's Profile was presented. After some chatter, the Dagger would be added to the Court Record. Iris' Testimony featured Witness Cross-Examination with the Battle segment, followed by Sister Iris's Cover-Up and Moving the Body segments. The Dusky Bridge Photo got added to the Court Record, along with Larry's Sketch and Elise's Autopsy Report. Iris's Profile was presented, followed by Dahlia Hawthorne's Profile, which mentioned "There was one..." Miles Edgeworth's Profile was also presented. To be continued, the trial moved on to Dahlia's Testimony ~ The Plan: Witness Cross-Examination, with all 5 statements pressed in order. A new statement got added, and Mia Fey's Profile was presented against it. The Hazakura Temple Map was shown when the opportunity arose. Maya Fey's Profile was also presented. Major events took place, updating the Victim's Staff in the Court Record. Pre-testimony chatter led to results that updated the Dagger, followed by a new witness taking the stand... Maya's Testimony ~ At the Inner Temple: Witness Cross-Examination featured pressing on the 2nd statement and choosing to "Press her harder." The Killer segment had all statements pressed in order, then the 2nd statement again. A new statement got added, and Godot's Profile was presented. The Killer segment concluded with a final statement. Maya's Testimony ~ After the Incident: Witness Cross-Examination featured pressing on the 5th statement and asking about "Godot's Investigation." Presentations included the Hanging Scroll, Burnt Letter, and Mia Fey's Profile once more. Finally, Maya's Testimony ~ The Time of the Murder: Witness Cross-Examination concluded with a final statement. Complete Phoenix Wright's Trials and Tribulations by tackling key moments, such as pressing harder at the 5th statement and presenting Godot's profile. Present Peal Fey's profile later in the game. After finishing the adventure, bask in your victory and reflect on the perfectly tied-up stories. To aid players, this guide offers a gentle push towards achieving 100% steam achievements or overcoming difficult sections. (Rewritten with some SE elements)

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