

# Gyakuten Saiban (Import) FAQ/Walkthrough

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FAQ/Walkthrough for Gyakuten Saiban (Reversal Judgement) for Game Boy Advance  
Version 0.01 Shift-JIS document by Peter Tsai

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Currently I have no intention of allowing it to appear anywhere else.

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=== UPDATES =====

2002-10-13: Version 0.01 written. So far only Episode 1 has been done.  
The rest of the episodes are quite lengthy to write and may take a very long time to finish.

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### === 1. ABOUT THE GAME =====

#### [Introduction]

I assume you know what this game is about, otherwise you wouldn't be reading this FAQ. But just in case you don't know, here's a brief description. Gyakuten Saiban is a manga-style interactive-novel adventure where you play a criminal defense lawyer battling to prove your client's innocence. It's kind of like a mix between detective novel and courtroom drama. This may put off some players, but actually you don't really need to know anything about criminal law to enjoy this game.

The game is not particularly difficult, and can be completed in about a day (if played non-stop without eating or sleeping). However, there are certain points where one could get stuck or don't know what to do next. And here this is what this FAQ is for, to nudge players in the right direction, hopefully without giving away too much info.

A couple of things to note about the use of Japanese in this FAQ. All Japanese text in the FAQ are displayed in Shift-JIS encoding. To view them, just toggle your browser's settings. Also, names that are in romaji have long vowel sounds shortened, e.g. "Naruhodo" not "Naruhodou/Naruhodoh". This is just so that I won't be pestered by emails from pedantic people telling me that I should use "oh" or "ow" instead of "ou" or "oo", and vice versa.

If you have something to say to me regarding this game, here's my email address: [japow@digitalrice.com](mailto:japow@digitalrice.com). Please keep the following guidelines in mind before you email me -

- \* Have the words "Gyakuten Saiban" somewhere in your subject header, just so that I know it's not spam.
- \* Use English - it's the only language I'm relatively fluent at.
- \* Don't ask questions which are already answered in the FAQ.
- \* I welcome criticisms, but only constructive ones. Just saying the FAQ "sucks" won't benefit either of us. If you disagree with something in this FAQ, explain yourself. Put together a strong argument and give me a reason to change or fix whatever you believe is wrong.
- \* Don't ask for permission to put this FAQ in your magazine or website - the answer is no. As I've mentioned in the copyright, this document is written only for GameFAQs.com.
- \* I don't check email daily, so it may take days or even weeks before I get around to reading them. Please don't take offence if my reply is belated.

#### [Game System]

The game is divided into four main episodes, each one progressively longer and more complex than the one preceding it. The episodes, in turn, are divided into numerous chapters where the player is in one of two phases, the Investigation Phase or the Courtroom Phase.

The Investigation Phase is the "detective" part of the game, where you need to gather evidence from outside the courtroom which can be used to prove your client's innocence. There are four commands available to you during the Investigation Phase (the four tabs at

the top of the screen):

調べる (Search)

- Point-and-click the current scene for clues. The cursor (a finger) will react with a pointing action when it comes across anything of interest.

移動する (Move to)

- Go to another location. Some locations will only become available after talking to someone.

話す (Talk)

- If there is someone else in the current scene, you can talk to them about certain topics. Some topics will only appear when you show them something you have in your evidence file.

つきつける (Show)

- If there is someone else in the scene, you can show them something from your evidence file. Useful for persuading uncooperative individuals to talk, or for getting more details on a certain topic.

Once you have obtained enough evidence, you will automatically go into the Courtroom Phase.

The Courtroom Phase is the "lawyer" part of the game, where inside the courtroom you cross-examine the prosecution's material witnesses for any inconsistencies or outright lies. During cross-examination, there are two commands available to you:

ゆさぶる (Probe)

- Ask the witness to elaborate or clarify the current part of their testimony. There is no penalty for using this command, so always use it whenever possible.

つきつける (Show)

- If there is something suspicious about the current part of the witness' testimony, use this command and select from your evidence file the item which you think will prove that they're lying. Be careful, if you choose the wrong item or present it at the wrong part of the testimony, you will get penalized.

You are only allowed five penalties. Any more after that and the judge will deem you incompetent, i.e. GAME OVER. The episode will only be cleared if you manage to prove your client's innocence, as well as finding out who the real killer is.

[Controls]

Directional buttons - Self-explanatory.

Start button - Save game in current state and exit.

Select button - Not used.

A button - Select item/command.

B button - Cancel.

L button - In Investigation Phase, pans the current scene left or right (only if the scene spans across two screens). During cross-examination in Courtroom Phase, this activates the Probe command.

R button - Opens your current evidence file for perusal. Push R again to look at the profiles of individuals involved in the case.

During cross-examination, this activates the Show command.

Start+Select+A+B - Soft reset. Also works on most other GBA games.

=== 2. CHARACTER DATA =====

[Main Characters]

成步堂 龍一 (Ryuichi Naruhodo)

Age 24. Our protagonist. He has only been an attorney for three months, and until now has never been in court. He is bright but very inexperienced.

綾里 千尋 (Chihiro Ayasato)

Age 27. Naruhodo's boss and mentor. She was known to be a very capable defense attorney among legal circles. Murdered by Konaka at the start of Episode 2. (Not really a spoiler, since this event happens so early in the game.) Even after death, she continues to provide help and guidance to Naruhodo, by channeling her spirit through her sister Mayoi.

綾里 真宵 (Mayoi Ayasato)

Age 17. Chihiro's little sister and Naruhodo's assistant. A shaman-in-training. She can channel her big sister's spirit into her body for a limited amount of time (i.e. possession), but can only do so in desperate situations.

御剣 怜侍 (Reiji Mitsurugi)

Age 24. Naruhodo's rival. He became a prosecutor at the age of twenty and has been called by many as "the genius prosecutor". Cold and calculating, he will use any means necessary to get the guilty verdict.

糸鋸 圭介 (Keisuke Itonokogiri)

Age 30. A detective, from the homicide division. Hot-headed and overzealous at times, he is often known to make wrongful arrests. He deeply respects (idolizes?) Mitsurugi.

矢張 政志 (Masashi Yahari)

Age 23. He has been Naruhodo's friend ever since they were at elementary/primary school. A born troublemaker.

星影 宇宙の介 (Soranosuke Hoshikage)

Age 64. A defense attorney. He was Chihiro's mentor. Before she went independent, Chihiro used to work under Hoshikage's law firm.

裁判官 (The Judge)

His name is not known, it was never mentioned anywhere in the game. Whether it's coincidence or fate, he always seems to be the judge handling Naruhodo's cases. Maybe that courthouse is short on judges.

[Episode 1 Characters]

高日 美佳 (Mika Takabi)

Age 22. The murder victim. A fashion model. She was Yahari's girlfriend.

山野 星雄 (Hoshio Yamano)

Age 36. A news interviewer. The real murderer. (Not a spoiler, right at the start of the game you can obviously tell that he did it.)

垂内 武文 (Takefumi Auchi)

Age 52. The prosecutor in Yahari's case. A rather unremarkable man.

[Episode 2 Characters]

小中 大 (Masaru Konaka)

Age 39. The head of "KonaCulture", a company which specialises in gathering private information on individuals. He has been in America for a long period of time, and as a result he has a tendency to mix English phrases into his speech. He is Chihiro's murderer. (Not a spoiler, you can clearly see that he did it at the start of the episode.)

松竹 梅世 (Umeyo Shochiku)

Age 23. Konaka's secretary. Claims to have witnessed Chihiro's murder from the hotel room window facing Chihiro's office.

ボーイ (Hotel Bellboy)

Age 26. The bellboy who served Umeyo on the night Chihiro was murdered.

[Episode 3 Characters]

荷星 三郎 (Saburo Niboshi)

Age 23. The actor who plays the hero in the hit TV kids show "Tonosaman". Accused of murdering his co-star Ibukuro. He may look scary, but actually he has a timid personality.

衣袋 武志 (Takeshi Ibukuro)

Age 37. The actor who played the main villain in "Tonosaman". He was found dead in his costume, at the TV studio where the show was filmed.

大場 カオル (Kaoru Oba)

Security guard of the TV studio. Her nickname is Oba-chan. A big fan of Ibukuro. Has a short temper and likes to ramble on endlessly.

宇在 拓也 (Takuya Uzai)

Age 32. The director of "Tonosaman". The guy looks like a fanboy.

姫神 サクラ (Sakura Himegami)

Age 34. The producer of "Tonosaman". The actual person who is in charge of the TV show (Uzai follows her every command). She is eerily silent and very difficult to talk to. Has close ties to the criminal underworld.

間宮 由美子 (Yumiko Mamiya)

Age 18. A part-time staff, she handles the large props in the TV show.

大滝 九太 (Kyuta Otaki)

Age 7. A big Tonosaman fan. On the day of the incident he snuck into the studio to get a glimpse of his hero in action.

[Episode 4 Characters]

生倉 雪夫 (Yukio Namakura)

Age 48. A defense lawyer. Killed at Lake Hyotan on Christmas Eve. The prime suspect of this murder is Mitsurugi, who was found at the crime scene with the murder weapon bearing his fingerprints.

狩魔 豪 (Go Karuma)

Age 65. Legendary prosecutor. In the forty years of his profession he has never lost a case before. He was Mitsurugi's mentor, and now he is his prosecutor.

大沢木 ナツミ (Natsumi Osawagi)

Age 22. University student. She camped at Lake Hyotan on the night of the murder.

管理小屋のオヤジ (Boat Caretaker)

Age and name not known - the old man has amnesia. He is in charge of the rowboats at Lake Hyotan and lives in a small house just by the dock.

サユリさん (Sayuri-san)

The caretaker's pet parrot. She only responds when her name is called.

御剣 信 (Shin Mitsurugi)

Deceased. A defense attorney. He was Mitsurugi's father. Fifteen years ago he was shot dead in an elevator.

灰根 高太郎 (Kotaro Haine)

Age 52. Current whereabouts unknown. He was the prime suspect in Shin Mitsurugi's murder, but was later acquitted.

綾里 舞子 (Maiko Ayasato)

Age 46. Chihiro's and Mayoi's mother. A shaman. After Haine's acquittal, she disappeared without a trace.

=== 3. EPISODE 1 - "初めての逆転" =====

July 31

Our story begins with a murder scene - we see a man holding a blood-covered figurine, a woman bleeding on the ground. The man is in shock over what he has done. How did this happen? What's going to happen now? What is he going to do? As he asks himself these questions, an idea starts to form in his mind... Yes, there might be a way out of this after all...

August 3

Here we are introduced to our hero Naruhodo, the character you will be playing. Your friend Yahari has just been arrested for the murder of Mika Takabi and it is up to you to prove his innocence. As this is your first case, your boss Chihiro will be offering some help and advice along the way.

You have two items already in your evidence file - your lawyer's badge and an autopsy record of the victim.

[Attorney's Badge]

Official proof of your identity as a lawyer. Without this, you can't defend anyone.

[Takabi's Autopsy Record]

Time of death was between 4PM to 5PM on July 31. Killed with a single blow to the head using a blunt instrument.

- Courtroom Phase -

Defendant: Masashi Yahari

Charge: Murder of Mika Takabi

Defense: Ryuichi Naruhodo

Prosecution: Takefumi Auchi

This is where the game begins. Since this is your first time in a trial, the judge will ask three simple questions to see if you're ready. To find the answers, look in your evidence file.

Q: Who is the defendant?

A: Masashi Yahari.

Q: Who is the victim?

A: Mika Takabi.

Q: What was her cause of death?

A: Bludgeoned with a blunt instrument.

It doesn't matter if you get the answers wrong, the judge will give you another chance until you get the correct ones.

After the questions, Auchi will present the murder weapon to the judge. This is added to your evidence file.

[Figurine]

A heavy figurine in the shape of "The Thinker".

The first person to take the stand is Yahari. Auchi will ask him two questions.

Q: What do you think about her now?

Q: Were you there on the day of the murder?

It doesn't matter whether you object to the questions or not, Yahari will still insist on answering them, digging himself a deeper hole. Now it looks like he had the motive and opportunity to kill Takabi. During the questioning, Auchi will bring out Takabi's passport. This is added to your evidence file.

[Passport]

On July 30, the day before her murder, Takabi had arrived back to Japan after working abroad in New York.

The next person on the stand is Hoshio Yamano, who claims to have witnessed Yahari coming out of Takabi's apartment, moments after she was killed. According to Yamano's testimony, when he opened the door and discovered the body he was too shocked to enter the apartment, instead he ran to the nearest payphone and called the police. He didn't use the cordless phone in Takabi's apartment because during that time there was a power outage. This information is added to your evidence file.

[Blackout Record]

On the day of the murder, between 1PM and 6PM, there was a power outage in the entire apartment building.

Now it is your turn to question the witness. Remember to use the Probe command whenever you feel you need clarification on a statement.

//////////////////// Cross Examination 1 //////////////////////

Witness: Hoshio Yamano

〜 事件の当日、目撃したこと 〜

There is obviously something wrong with his testimony. In his 9th statement, he says that he remembers the time clearly, that he discovered the body at 2PM. This is approximately two hours before the time of death stated in [Takabi's Autopsy Record]. Show him the record and he will explain why he might have gotten the time wrong.

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//////////////////// Cross Examination 2 //////////////////////

Witness: Hoshio Yamano

〜 屍体を発見した時間について 〜

In the 4th statement of this testimony, Yamano claims that at the time of the murder, the television and VCR in Takabi's apartment were left on. Takabi was probably watching a recorded news broadcast before she was killed, and Yamano had subconsciously heard it, thinking that the time announced in the recorded program was the actual time. This is an outright lie, as according to the [Blackout Record] there was no electricity in the apartment, therefore it was impossible for the television and VCR to be on. Show him the record and he will come up with another explanation how he got the time.

////////////////////////////////////



Witness: Hoshio Yamano

ゝ <時間を聞いた> ことについて ~

A correction to his previous testimony: he did not "hear" the time, he "saw" it. In the 2nd statement of this testimony, Yamano says that he probably got the time from looking at the "Thinker" figurine which also happened to be a clock. Now this is most suspicious - how did he know the figurine was also a clock? Show him the [Figurine].

////////////////////////////////////

Here Auchi will interrupt, saying that the figurine is indeed a clock, and that by pushing the switch in its neck it will announce the current time. But how did Yamano know it was a clock, unless he actually went into the apartment, which he said he didn't in his first testimony?

This is where you start to theorise what really happened on the day of the murder:

Yamano went into the apartment, picked up the clock and struck at Takabi. The impact set the clock off, and when it announced the time it left an imprint in Yamano's mind, who was still in shock over what he had done.

There is still one question to answer to prove Yamano's guilt - why did he hear the time as 2PM when the actual time was around 4PM? The reason was because the clock was intentionally set two hours behind the actual time. Why? Look at [Takabi's Passport]. She came back from New York the day before the murder and probably didn't have time to re-adjust the clock. There's a 14 hour difference between New York and Japan, so that means if it's 4PM in Japan then it's 2AM in New York. When the clock had announced that it was 2 o'clock at the time of the murder, it had meant 2AM, not 2PM.

By revealing Yamano as the real killer, you prove that Yahari is innocent. And so the trial ends with the "Not Guilty" verdict.

After the trial, Yahari thanks both you and Chihiro for a job well done. As a gift, he gives Chihiro a "Thinker" clock (it's a copy of the murder weapon). It turns out that the clock is personally crafted by Yahari, and that only two exist in the world (right now the other one's stowed away in the evidence room). Remember this information, as it will become important in the next episode.

END OF EPISODE 1

=== 4. EPISODE 2 - "逆転姉妹" =====

(UNDER CONSTRUCTION)

=== 5. EPISODE 3 - "逆転のトノサマン" =====

(UNDER CONSTRUCTION)

=== 6. EPISODE 4 - "逆転、そしてサヨナラ" =====

(UNDER CONSTRUCTION)

=== 7. CREDITS =====

This FAQ would not have been made possible without the following people/group/things:

- GameFAQs.com, the best place for FAQs.
- Capcom, for making this brilliant but short game. Who says they're only good at action games?
- You, for taking the time to read this. Hope you've found something useful out of it.

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