

**Neutral Attack:** Wright's signature point. It's strongest at the hand, making it best for close-range attacking. Points in whichever way he's facing. Fires off a small ripple effect, but it disappears quickly and does less damage than his hand.

**Forward Smash:** Wright sneezes, causing him to trip and slam into the opponent. Can be used to dash around in succession, but if you only use it once, you'll need a second to recover.

**Up Smash:** Wright holds up his cell phone, which rings. Damage extends in a circular range around the phone. Does more damage the closer the opponent is to him.

**Down Smash:** Wright slams the table. Also creates a similar shockwave, but it extends much further than any of his other attacks.

**Neutral Special:** Present Evidence

Wright digs through his pockets and takes out a piece of evidence, which can then be thrown. Sort of like the reverse of Villager's neutral special. Damage output from items varies. Potential projectiles include: Attorney's Badge (weak), Cell Phone (weak), Baseball Glove (average), Grape Juice Bottle (average), Sacred Urn (strong), Thinker Statue (strong), Shichishito (strong, and can actually be used as a weapon instead of thrown)

**Side Special:** Magatama Rosary

Maya appears to whichever side the attack is pointed, and uses her rosary necklace to ensnare the opponent. This attack has a long reach. Wright can get off a few other attacks during the time it's going off.

**Up Special:** It's a Ladder!

Similar to Sonic's up-special, Wright summons a ladder (stepladder...?) and jumps up off of it. The ladder falls, and has its own hitbox, so it can do damage to opponents. It disappears upon hitting the ground or falling offscreen.

**Down Special:** Psyche-Lock

A counterattack. Wright reflects the opponent's attack back at them. If successful, the opponent will receive a Psyche-Lock, which will damage them over time. It can be removed by button-mashing, or just by waiting 30 seconds.

**Final Smash:** Objection!

Wright dashes forward and points. If the hit connects, the attack enters a short cutscene featuring Wright, Apollo, and Athena delivering objections from different sides of a courtroom. Three horizontal beams shoot through the stage as a result - one at the top, one in the middle, and one towards the bottom.

**Victory Poses:**

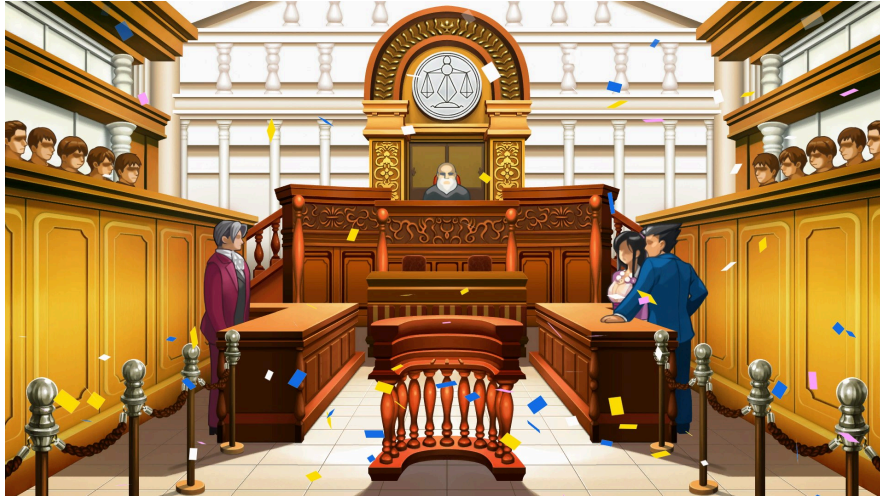
1. Wright's "aw, shucks" expression, followed by him pointing at the camera.

2. Maya appears, and she and Wright high-five.
3. Missile runs up to Wright, and he crouches down and pets him.

#### Taunts:

- **Up Taunt:** Wright brandishes his Attorney's Badge in the air.
- **Side Taunt:** Charley appears to either side. Wright waters him.
- **Down Taunt:** Missile appears, and runs in a circle around Wright, who fumbles in place.

#### Stage: Courtroom No. 4



The stage has one wide platform in the middle, representing the judge's podium. To the side and above of said platform are two tilted platforms, meant to represent the defense and prosecution benches. Large versions of Ace Attorney characters will appear on either side as cameos. When someone is KOed, confetti will fall over the stage.

#### Cameos:

- Defense: Apollo Justice, Athena Cykes, Mia Fey
- Prosecution: Miles Edgeworth, Franziska von Karma, Godot, Klavier Gavin
- Judge

Ace Attorney music is available. Potentially music from other Capcom franchises as well (a la MvC3)

#### Alts/Costumes

- Palette 1: Phoenix's default look.
- Palette 2: A red-and-black version of Phoenix's default look, referencing Edgeworth.
- Palette 3: A grey-and-silver version of Phoenix's default look, referencing Franziska.
- Palette 4: A tan-and-teal version of Phoenix's default look, referencing Godot.
- Costume 1: College-age Phoenix, in his face mask and "P" sweater.
- Costume 1.5: A red-and-yellow version of College-age Phoenix, referencing Apollo.
- Costume 2: Post-trilogy Phoenix, in his sweatshirt and beanie.
- Costume 2.5: A yellow-and-blue version of Post-trilogy Phoenix, referencing Athena.

## Spirits

- Phoenix Wright
  - Fighter Spirit
  - Origin: Phoenix Wright: Ace Attorney
- Maya Fey
  - Support Spirit
  - Skill: Attack ↑↑ after eating
  - Origin: Phoenix Wright: Ace Attorney
- Miles Edgeworth
  - Primary Spirit (Attack)
  - Skill: Shooting items power ↑
  - Origin: Phoenix Wright: Ace Attorney
- Franziska von Karma
  - Primary Spirit (Grab)
  - Skill: Weapon Attack & Move Speed ↑
  - Origin: Phoenix Wright: Ace Attorney: Justice for All
- Pearl Fey
  - Support Spirit
  - Skill: PSI Resist ↑
  - Origin: Phoenix Wright: Ace Attorney: Justice for All
- Apollo Justice
  - Support Spirit
  - Skill: Bury Immunity
  - Origin: Apollo Justice: Ace Attorney
- Gavin Brothers (Klavier and Kristoph)
  - Support Spirit
  - Skill: Poison Immunity
  - Origin: Apollo Justice: Ace Attorney
- Athena Cykes
  - Primary Spirit (Shield)
  - Skill: Bunny Hood Equipped
  - Origin: Phoenix Wright: Ace Attorney: Dual Destinies
- Simon Blackquill
  - Support Spirit
  - Skill: Killing Edge Equipped
  - Origin: Phoenix Wright: Ace Attorney: Dual Destinies
- Ryunosuke & Susato
  - Primary Spirit (Grab)
  - Skill: Throw Power ↑
  - Origin: Dai Gyakuten Saiban

I don't feel like listening to a bunch of tracks to determine the music included (I'm lazy) but there would def be remixes of Pursuit, Turnabout Sisters, Guilty Love, and The Great Truth Burglar