

DISCLAIMER: This guide discusses concepts and ideas that are meant to be aimed towards the player taking the role of “Lead Defense.” How you choose to roleplay your character as “Lead Defense” is up to your own personal preference.



An introduction to Casing and playing Lead Defense

By Truce, a caser with too much time on her hands.



Hello there! My name's **Phoenix Wright**, a defense attorney with several cases under my belt. You're probably new to this if you're reading this document, or someone looking for some tips on how to up their game. Either way, good job getting to this step! I'm going to walk you through a few basics about how to perform the hardest job of them all: Lead Defense Attorney. It can be demanding, intimidating, and draining position, but there's nothing quite like a good **Turnabout**.



That's this thing, in case you didn't know. Anyway, let's get started. Let me introduce you to some friends of mine who'll help us go through what I call "**The Four C's of Casing**."



This is **Apollo Justice**. He's a rookie defense attorney just like you. He's still learning the ropes, and while his head's in the right place, he's going to be our example of what you probably shouldn't do during a case. **Don't beat yourself up if you fall into the same kind of traps Apollo does**; experience is one of the best teachers. But speaking of experience...



This is **Gregory Edgeworth**, or "**Greg**" as we'll be referring to him as from hereon in. He's what we in the business like to call "a meme lord." His tactics are unorthodox and often backfire or outright cause cases to collapse as a result of his actions. If Apollo is the guy who doesn't know any better or learned some bad habits, Greg is the guy who either knows he's doing a bad job and doesn't care or has actual brain damage. Do your absolute best to not be like this guy!

(**NOTE:** This is no slant against people playing Greg or Meme Attorneys in general. For the purposes of this guide, Greg is simply a stand-in for a player who is deliberately playing poorly)



Now that we've gotten you introduced to the cast, let's go over that thing I mentioned. **"The Four C's of Casing"** are a simple set of guidelines to follow while you do your best to prove your client's innocence. These aren't necessarily the only tenets, **nor should this be taken as gospel**. If you find a method that works for you, by all means incorporate it if it helps you and everyone else enjoy the case and keep things going. Without further ado, let's get them listed.

Calm

Creative

Confident

Concrete



Well gee, Mr Wright! Some of those make sense, but what do you mean "Concrete," or "Creative" for that matter? Can we get some more detail about them?



Sure thing, Apollo. We'll go in order. Starting with **Calm**. This one should be self-explanatory. It's the first one on the list, and the simplest, but you have to have it down or the rest will fall apart. As Lead Defense Attorney you need to be able to keep a cool head. **Remember, this is all about improvisation and having fun. People aren't judging you anywhere near as harshly as you think, if at all.** Take a deep breath, sip some water, and approach the case with a smile.

Good Idea	Bad Idea	Worst/Meme Idea
		
Phoenix here is looking at the case as it happens and eagerly awaiting each piece of evidence or testimony. With a cool head, he'll easily be able to find contradictions and present solid theories!	Uh-oh, Apollo's getting a bit overwhelmed at the Prosecution's case. While he hasn't gone off the deep end, it's possible he'll have trouble seeing contradictions and putting their words together.	This poor soul is panicking! He's in no condition to raise objections, let alone question the witness! But all is not lost for our intrepid Lead, as this is the perfect opportunity to tag in a Co/Support and cool off.



Creativity is the next big step here. Reminder: this is all about improvisation. If you've got an idea of how things went down, note it down. **Consider the implications that come from the evidence being where it was found. Not so much *why* that particular item was there, but what must be true *because* it was there.** Some of the best cases are made when the Lead Defense puts together an interpretation of the evidence that solves everything. We call that a **Turnabout**.

Good Idea	Bad Idea	Worst/Meme Idea
		
Phoenix here is looking at the testimony and evidence to find the contradiction and its explanation. He's willing to consider all possible reasons for the evidence's description and actively thinks ahead.	Apollo is looking at everything as though it's set in stone. He can't quite see anything about the evidence beyond what its description says, and he's probably only looking at what immediately stands out.	Greg has either not looked at the evidence or thinks he can weasel one piece of evidence into the entirety of his case. He's got a Grand Theory, but odds are folks will find it more annoying than interesting.



Now that you have your idea, it's time to have some **Confidence** in your ideas.

After all, if you don't believe what you're saying is true, how can you expect anyone else to? One of the biggest problems facing a new Lead Defense Attorney is seeing a contradiction but not having the courage to point it out for fear of retaliation. Here's a little secret though: if you sound like you know what you're talking about, people will probably believe you and go along with your ideas!

One more **very important** thing, however! Just because you're confident doesn't necessarily mean that you *have* to keep pressing the point if it gets smacked down. This is why **Cool** and **Creative** came first: you had time to collect your thoughts and think them through. **If one didn't work out?** That's fine. By all means, take a step back, don't worry about what others might or might not think, take a deep breath, and go down another line of reasoning.

Good Idea	Bad Idea	Worst/Meme Idea
		
Phoenix is delivering his points with gusto, as he knows that his assertion is true. If he's challenged, he won't back down without a fight, and even then he'll probably uncover something valuable in the process.	Apollo is pretty sure he's got something here, but doesn't want to push the issue. Odds are the Prosecution can bully him out of the idea even if he's correct on something. Don't fall into the death spiral so early, Apollo! Keep trying!	Greg is either throwing things out at random or intends to try every possible thing and argue each until he gets his way. At this point he doesn't care about the truth of the case, he just wants to "win." But winning isn't everything.



And now we come to the final part of this: have a **Concrete** basis for your assertions. I left this one for last because it's, well, one of the biggest rookie mistakes you can make. While it's nice and all to make a cool story and present it like it's the absolute truth, **the reality is you need something to back your story up.** The Court Record is your best friend here! **Evidence** and **testimony** are the cornerstone of not only making a **Turnabout**, but making one *stick*.

Good Idea	Bad Idea	Worst/Meme Idea
		
Phoenix is in full-on Turnabout Mode here. He's got everything he needs to indict the witness, and he's made sure to have evidence supporting every single step of his train of thought. From start to finish, it's rock-solid!	Apollo is <i>so</i> close to the truth! He's probably in the ballpark of what actually happened, but he keeps missing the mark due to not ensuring the evidence is backing him up. Take a good, hard look at the evidence and try again, Polly!	Greg's done it! He's got a Grand Theory that covers every detail of the case! Sadly, he completely forgot that the evidence existed, so his whole claim is just conjecture. Assuming he wasn't just making it all up.



Well, that should be everything. **Calm, Creative, Confident, Concrete.** You're ready to get out there and fight the good fight now as a Lead Defense Attorney. Now sign up for a case and--



Wright, your tutorial is a nice overview of what to do, but there's a massive flaw with it: **what about the Prosecution?** It's my job to see to it that the person most capable of the crime is brought to justice. I'm not going to let you get away with some baseless accusation just because you "believe in your client." Now then, tell them about the Prosecution and what to do. I know you can do it, considering your track record, but odds are Apollo and the reader need some help.



...Unfortunately, Edgeworth brings up a good point. Prosecutors come in all shapes and sizes, and while I can't give you every possible type, I *can* give you some common tactics and responses used by Prosecutors, what these mean, and what you can do about them.

Prosecution Rebuttal	What it might mean	What you can do
 "Relevance?"	You might be asking the wrong kind of question, one that either doesn't matter or does matter but you haven't proven how. Could also be a bluff or attempt to intimidate.	If you're sure that what you'll get from the witness is vital, don't back down! If possible, use evidence or relate it to the crime to justify your query. Protip: It's the Judge's call.
 "Evidence?"	You're making a claim that is either very bold or very weird, and requires something more substantial to back it up. The Prosecution isn't necessarily calling it impossible, however.	Call them out on this by presenting evidence that corroborates your theory. Ensure that you aren't trying to prove anything that the evidence can't back up.
 "But what does this mean?"	You've found a contradiction, but the Prosecution is asking you to fill in the blanks on just what this contradiction implies. You're almost there, but you're missing something.	When you make an objection, always keep in mind what about the case changes if your assertion is true. Take one more look at everything and try to figure it out.
 "This changes nothing!"	You've found a contradiction, but it doesn't cast doubt on your client's guilt. It might change something, but that something isn't important enough. Possibly a bluff.	When you notice a problem with the witness testimony, ask yourself whether or not it will cast doubt on the witness' account of the crime. If you're sure it does, assert yourself.
 THE WALL	Sometimes, a prosecutor is just more interested in winning than finding the truth. To that end, it will seem like even when you find a contradiction, they'll weasel a way out of it for the witness.	Every wall they put up is one more you have to take down. If you keep finding holes, at some point the Judge will have to step in. If he doesn't, point it out to him and call out the prosecutor's tactics.



Very informative, Mr Wright! I've got my coffee and I'm ready to head into the courtroom! Anything else I should know before I take a case and deliver some Justice?



Just a few small things, Apollo. Remember: **a lawyer is someone who smiles no matter how bad it gets.** To get a little “meta,” remember that this is a collaborative effort and a game of improv, and that people love to see someone snatch victory from the jaws of defeat. Even if you lose, people will respect the effort you put into trying to defend your client. Speaking of which...



Never forget that you took the case because you legitimately believe your client didn't do it. Don't throw in the towel early! If you need help, ask your Co-defense or Support, if you have them. If you don't have them, try to find one! Lastly, no matter what? **Victory and defeat don't matter as long as you had fun and learned something. Experience is the greatest teacher.** Now go out there, slam that bench, press those witnesses and find your very own **Turnabout!**