

# John Phoenix Saves Ghost Trick

**Story:** John Phoenix Saves Ghost Trick

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**Summary:** John Phoenix has to save Sissel from being lost to time!

## **\*Chapter 1\*: John Phoenix Saves Ghost Trick**

John Phoenix was lying in bed remembering some of his funnest adventures. Some of his fondest memories included the one where he went to Hotel Dusk, and the one where he went to Umineko Island, and the one where Dylan Fitchar took a shit in the middle of the courtroom.

But one particular memory stood out to him on this particular night: the memory of that time he had been murdered by Dylan Fitchar, and a ghost named Sissel came to save him. Now that he thought about it, it had been a while since last they met. How was Sissel doing these days, John Phoenix wondered. Was he still dead?

John Phoenix went onto the John Phoenix fan forum and searched for posts by Sissel. Tragically, it seemed he had not posted since 2012.

John Phoenix become most worried. It had been over ten years since Sissel had come online. That usually means the owner of the account is dead. Could it really be true? It can't be! NOOOOOOOOOOOOOOO!

John Phoenix decided to reverse this.

John Phoenix went into his uncle's bedroom. His uncle, Phoenix Wright, lay asleep.

John Phoenix picked up a cup of cold water and splashed it in his uncle's face.

"Uncle wake up! We've got to save Sissel!" said John Phoenix. And it was true. He DID have to save Sissel. Sissel saved his life so many years ago and expected nothing in return. It was only right that John Phoenix repaid him in kind.

John Phoenix drove down to the garbage dump where he first met Sissel. He was sure he could find clues to Sissel's death here.

He searched around and finally found something of note deep in a pile of garbage: it was a copy of Ghost Trick: Phantom Detective.

"Uncle, I found Sissel!" said John Phoenix.

"Good job John Phoenix!" said Phoenix. "But how do we talk to him?"

John Phoenix put the game in his Nintendo DS.

"Hey Sissel," John Phoenix talked to his DS.

"J-John Phoenix? Is that you?" said Sissel.

"Yes. I'm here to save you."

Sissel looked sad.

"It's too late for me John Phoenix. Capcom killed me because I didn't sell well enough."

"Objection there's still hope!" said John Phoenix. "All I have to do is go four minutes before your death and fix things!"

"Can you really do that though?"

"Yes."

John Phoenix went to the past.

MARCH 2 2012

CAPCOM HEADQUARTERS

HIRONOBU TAKESHITA'S OFFICE

Shu Takumi and Hironobu Takeshita were talking to the CEO of Capcom.

"Well boys, how well did Ghost Trick sell today?" said Capcom.

Both men stared at their feet.

Capcom slammed his foot on the desk.

"WELL?"

"It sold two copies Capcom-san," said Takumi.

"I knew this game wasn't worth the effort! We oughta cancel the whole thing forever!" said Capcom.

"No Capcom there's still hope we just have to market it better!" said Takeshita.

"Takeshita more like Take A Shita!" said Capcom. Then he pulled out a piece of paper. "You haven't marketed this game since it launched and thanks to you Ghost Trick has sold a grand total of-"

"TRICK!" John Phoenix shouted and he threw his pencil onto the desk. But it wasn't just any ordinary pencil, it was Penny the Pencil and she changed the sales figure to ten billion.

The paper flew out of Capcom's hands.

"G-Ghost Trick is a work of genius! It saved Capcom!" said Capcom and he hurriedly shook Shu Takumi's hands. "I was wrong to underestimate you and Sissel. PLEASE make more!"

"I can't do that. I've got to focus on writing more John Phoenix games," said Takumi. But then he added with a wink, "but perhaps Sissel may come to life again some day... in a HD port for Nintendo Switch!"

John Phoenix had saved Sissel.

The End.