

# Ore no Ryouri (Import) Dishes Guide

by Goemon

Updated on Mar 15, 2002

Ore no Ryouri  
My Cooking

DISHES GUIDE

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This is the first (and hopefully final) version of this FAQ.  
It was completed on 3/15/02.

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Ore no Ryouri (AKA My Cooking) is a game where you are a chef. You cook meals in nine different restaurants. The meals range from simple mugs of beer to complex dishes with many steps. This guide will show how to cook each to perfection!

\* DISHES FORMAT \*

This guide's standard format for explaining each dish is as follows:

DISH NAME: The name of the dish.

STEP 1: The first step.

CONTROLS: The controls for Step 1.

HINTS: How to make the dish perfect!

STEP 2: The second step (if there is one)

CONTROLS: The controls for Step 2.

HINTS: How to make the dish perfect!

(This continues for however many steps there are in the dish.)

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\*\*\*\*\* RESTAURANT 1: RAMEN SHOP \*\*\*\*\*

DISH NAME: BEER

STEP 1: Pour Beer

CONTROLS: Left Analog Stick moves glass. Right Analog Stick controls the flow of beer from the tap.

HINTS: When pouring a beer, start out with the glass tilted towards the left. As you pour, slowly tilt it towards the center by centering the Left Analog Stick. To be a perfect 10, the beer should have a nice, large head on it.

DISH NAME: RAMEN

STEP 1: Slice Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the

knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. In this restaurant, it doesn't matter if you cut yourself. In later restaurants, though, cutting yourself will cause the dish to get a nine or lower.

STEP 2: Cook Soup

CONTROLS: O Button selects the soup to be cooked. All pots of soup on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the soup is done. Don't let the Soup icon get red. That means that you overcooked it.

STEP 3: Pour Soup

CONTROLS: Right Analog Stick controls the soup ladle.

HINTS: Pour the soup slowly. When a white X in a red square appears, stop pouring. This will be accompanied by the controller vibrating. If you stop right

when

these two things happen, the soup will get a perfect 10.

\*\*\*\*\* RESTAURANT 2: FOOD FAST \*\*\*\*\*

DISH NAME: HAMBURGER

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Shape Burger

CONTROLS: Move both analog sticks in unison to throw the burger between your hands. This may take some practice.

HINTS: You have to toss the burger six times. If you drop it, you'll get a 1, and the burger will probably be ruined. If you toss it without error, you'll get a 10.

STEP 3: Fry Burger

CONTROLS: O Button selects the burger to be fried. All burgers on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the burger is done. Don't let the Frying Pan icon get red. That means that you overcooked it.

STEP 4: Apply Ketchup

CONTROLS: Right Analog Stick controls the flow of ketchup.

HINTS: When the controller vibrates and a white X in a red square appears, the burger

has enough ketchup on it. Too much or too little ketchup will result in a reduced score.

DISH NAME: POTATO (FRENCH) FRIES

STEP 1: Deep Fry

CONTROLS: O Button selects the batch of fries to be fried. All fries on the screen will be fried at once.

HINTS: When steam rises from the deep fryer, the fries are done. Don't let the Deep Fryer icon get red. That means you overcooked them.

STEP 2: Apply Salt

CONTROLS: Right Analog Stick controls the flow of salt.

HINTS: When the controller vibrates and a white X in a red square appears, the fries

have enough salt on them. Too much or too little salt will result in a reduced score.

DISH NAME: DRINK

STEP 1: Pour Drink

CONTROLS: Right Analog Stick controls the flow of green soda.

HINTS: When a white X in a red square appears, the glass is full. If you overflow

the glass, you'll get a 1 instead of a 10, so be careful.

\*\*\*\*\* RESTAURANT 3: ETHNIC RESTAURANT \*\*\*\*\*

DISH NAME: DARK BEER

STEP 1: Pour Beer

CONTROLS: Left Analog Stick moves glass. Right Analog Stick controls the flow of beer from the tap.

HINTS: When pouring a beer, start out with the glass tilted towards the left. As you pour, slowly tilt it towards the center by centering the Left Analog Stick. To be a perfect 10, the beer should have a nice, large head on it.

DISH NAME: FRIED NOODLES

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Cook Tortilla

CONTROLS: Rotate both analog sticks to move the spatulas.

HINTS: The cooking will automatically stop when the tortilla is finished.

DISH NAME: SHRIMP CHILI

STEP 1: Shell Shrimp

CONTROLS: Right Analog Stick controls your hand.

HINTS: Move the analog stick to the left, then back to the center. Do this 4 times to fully shell the shrimp.

STEP 2: Fry Shrimp

CONTROLS: O Button selects the batch of shrimp to be fried. All shrimp on the screen will be fried at once.

HINTS: When steam rises from the deep fryer, the shrimp are done. Don't let the Deep Fryer icon get read. That means you overcooked them.

STEP 3: Pour Sauce

CONTROLS: Right Analog Stick controls the flow of chili sauce.

HINTS: When the controller vibrates and a white X in a red square appears, the chili has enough sauce in it. Too much or too little sauce will result in a reduced score.

STEP 4: Cook Chili

CONTROLS: O Button selects the batch of chili to be cooked. All batches of chili on the screen will be cooked at once.

HINTS: When steam rises from the pan, the chili is done. Don't let the pan icon get read. That means you overcooked it.

DISH NAME: STEAMED RICE

STEP 1: Mix Ingredients

CONTROLS: Rotate the Right Analog Stick to move your chopsticks.

HINTS: If you stir for long enough, the ingredients will be fully mixed and you can proceed to the next step.

STEP 2: Wash Rice

CONTROLS: Rotate the Right Analog Stick to move your hand.

HINTS: If you wash for long enough, the rice will be clean and you can proceed to the next step.

STEP 3: Steamed Rice

CONTROLS: O Button selects the batch of rice to be cooked. All batches of rice on the screen will be cooked at once.

HINTS: When steam rises from the rice cooker and the lid shakes, the rice is done. Don't let the rice cooker icon get read. That means you overcooked it.

\*\*\*\*\* RESTAURANT 4: JAPANESE RESTAURANT \*\*\*\*\*

DISH NAME: TEMPURA

STEP 1: Shell Shrimp

CONTROLS: Right Analog Stick controls your hand.

HINTS: Move the analog stick to the left, then back to the center. Do this 4 times to fully shell the shrimp.

STEP 2: Slice Vegetables

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. In this restaurant, it doesn't matter if you cut yourself. In later restaurants, though, cutting yourself will cause the dish to get a nine or lower.

STEP 3: Dip Ingredients

CONTROLS: Right Analog Stick controls the ingredient.

HINTS: When a white X in a red square appears, the ingredient has enough batter on it.

STEP 4: Deep Fry

CONTROLS: O Button selects the batch of tempura to be fried. All batches on the screen will be fried at once.

HINTS: When steam rises from the deep fryer, the tempura is done. Don't let the Deep Fryer icon get red. That means you overcooked them.

DISH NAME: BOILED VEGETABLES

STEP 1: Peel Potatoes

CONTROLS: Left Analog Stick rotates potato. Right Analog Stick rotates peeler.

HINTS: Try to take off the peel a little at a time. This will get you a higher score.

STEP 2: Add Water

CONTROLS: Right Analog Stick controls the ladle.

HINTS: Pour the water slowly. When a white X in a red square appears, stop pouring. This will be accompanied by the controller vibrating. If you stop right when these two things happen, this step will get a perfect 10.

STEP 3: Boil Vegetables

CONTROLS: O Button selects the vegetables to be cooked. All vegetables on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the vegetables are done. Don't let the pot icon get red. That means that you overcooked it.

DISH NAME: SOFT ICE CREAM

STEP 1: Serve Ice Cream

CONTROLS: Left Analog Stick controls the flow of Ice Cream. Right Analog Stick controls the cone.

HINTS: Hold down the left stick while slowly rotating the right one. Try to make the ice cream as large as possible.

\*\*\*\*\* RESTAURANT 5: RESTAURANT FAMILY \*\*\*\*\*

DISH NAME: PARFAIT

STEP 1: Serve Parfait

CONTROLS: Left Analog Stick controls the flow of Whip Cream. Right Analog Stick controls the pastry bag.

HINTS: Hold down the left stick while slowly rotating the right one. Try to make the parfait as large as possible.

DISH NAME: EGG SUSHI

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Add Sauce

CONTROLS: Right Analog Stick controls the flow of sauce.

HINTS: When the controller vibrates and a white X in a red square appears, the egg has enough sauce in it. Too much or too little sauce will result in a reduced score.

STEP 3: Cook Egg

CONTROLS: O Button selects the batch to be fried. All batches on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the egg is done. Don't let the Frying Pan icon get red. That means that you overcooked it.

DISH NAME: CURRY RICE

STEP 1: Slice Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. In this restaurant, it doesn't matter if you cut yourself. In later restaurants, though, cutting yourself will cause the dish to get a nine or lower.

STEP 2: Fry Ingredients

CONTROLS: O Button selects the batch to be fried. All batches on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the vegetables are done. Don't let the Frying Pan icon get red. That means that you overcooked them.

STEP 3: Add Curry

CONTROLS: Right Analog Stick adds cubes of curry.

HINTS: When a white X in a red square appears, there is enough curry in the pot. Too much or too little curry will result in a reduced score.

STEP 4: Cook Curry

CONTROLS: O Button selects the curry to be cooked. All pots of curry on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the curry is done. Don't let the pot icon get red. That means that you overcooked it.

DISH NAME: SUPER HAMBURGER

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Shape Burger

CONTROLS: Move both analog sticks in unison to throw the burger between your hands. This may take some practice.

HINTS: You have to toss the burger six times. If you drop it, you'll get a 1, and the burger will probably be ruined. If you toss it without error, you'll get a 10.

STEP 3: Fry Burger

CONTROLS: Left Analog Stick moves spatula. Right Analog Stick flips the burger.

HINTS: The burger needs to be flipped three times before it is done.

\*\*\*\*\* RESTAURANT 6: FOOD STAND \*\*\*\*\*

DISH NAME: AMERICAN CORN DOG

STEP 1: Dip Corn Dog

CONTROLS: Right Analog Stick controls the corn dog.

HINTS: When a white X in a red square appears, the corn dog has enough batter on it.

STEP 2: Deep Fry

CONTROLS: O Button selects the corn dog to be fried. All corn dogs on the screen will be fried at once.

HINTS: When steam rises from the deep fryer, the corn dog is done. Don't let the Deep Fryer icon get read. That means you overcooked it.

DISH NAME: CHOCOLATE BANANA

STEP 1: Peel Banana

CONTROLS: Right Analog Stick controls your hand.

HINTS: Move the analog stick down, then back to the center. Do this 4 times to fully peel the banana.

STEP 2: Dip Banana

CONTROLS: Right Analog Stick controls the banana.

HINTS: When a white X in a red square appears, the banana has enough chocolate on it.

DISH NAME: FRIED OCTOPUS

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Break Eggs

CONTROLS: Right Analog Stick controls the egg.

HINTS: Breaking the egg into the bowl in one try will get you a ten. Two tries will get a nine, three for an eight, et cetera. If the egg lands outside the bowl, you'll get a one. Try to angle the analog stick down and to the left.

STEP 3: Mix Ingredients

CONTROLS: Rotate the Right Analog Stick to move your chopsticks.

HINTS: If you stir for long enough, the ingredients will be fully mixed and you can proceed to the next step.

STEP 4: Cook

CONTROLS: Left Analog Stick controls rod. Right Analog Stick removes dumplings from heat.

HINTS: When the dumplings start to shake, remove them immediately to get a 10. Tilt the right analog stick down to remove each one.

DISH NAME: COTTON CANDY

STEP 1: Make Cotton Candy

CONTROLS: Right Analog Stick controls cotton candy cone.

HINTS: Rotate the right analog stick around and around to get the most cotton candy.

\*\*\*\*\* RESTAURANT 7: OKOUKYU GREAT HOTEL \*\*\*\*\*

DISH NAME: COCKTAIL

STEP 1: Shake

CONTROLS: Right Analog Stick controls cocktail shaker.

HINTS: Move the right analog stick up and down rapidly for a perfect martini.

DISH NAME: STEAK

STEP 1: Tenderize

CONTROLS: Right Analog Stick controls the meat tenderizer.

HINTS: Simply point the right analog stick down and up rapidly.

STEP 2: Season

CONTROLS: Right Analog Stick controls the flow of seasoning.

HINTS: When the controller vibrates and a white X in a red square appears, the steak has enough seasoning on it. Too much or too little seasoning will result in a reduced score.

STEP 3: Fry

CONTROLS: O Button selects the steak to be fried. All steaks on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the steak is done. Don't let the Frying Pan icon get red. That means that you overcooked it.

DISH NAME: PIZZA

STEP 1: Slice Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, your score might be reduced.

STEP 2: Toss Dough

CONTROLS: Left Analog Stick controls your left hand. Right Analog Stick controls your right hand.

HINTS: Always tilt the left analog stick down and the right analog stick up. Do this lightly the first time, and continue using more force on the analog sticks until the pizza is fully tossed.

STEP 3: Apply Cheese

CONTROLS: Right Analog Stick controls the flow of cheese.

HINTS: When the controller vibrates and a white X in a red square appears, the pizza has enough cheese on it. Too much or too little cheese will result in a reduced score.

STEP 4: Bake

CONTROLS: O Button selects the pizza to be baked. All pizzas on the screen will be baked at once.

HINTS: When steam starts to rise from the oven, the pizza is done. Don't let the Oven icon get red. That means you overcooked it.

DISH NAME: HOTCAKES

STEP 1: Break Eggs

CONTROLS: Right Analog Stick controls the egg.

HINTS: Breaking the egg into the bowl in one try will get you a ten. Two tries will get a nine, three for an eight, et cetera. If the egg lands outside the bowl, you'll get a one. Try to angle the analog stick down and to the left.

STEP 2: Mix Ingredients

CONTROLS: Rotate the Right Analog Stick to move your whisk.

HINTS: If you stir for long enough, the ingredients will be fully mixed and you can proceed to the next step.

STEP 3: Fry

CONTROLS: O Button selects the hotcake to be fried. All hotcakes on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the hotcake is done. Don't let the Frying Pan icon get red. That means that you overcooked it.

STEP 4: Apply Syrup

CONTROLS: Right Analog Stick controls the flow of syrup.

HINTS: When the controller vibrates and a white X in a red square appears, the hotcakes have enough syrup on them. Too much or too little syrup will result in a reduced score.

DISH NAME: OMELET

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the

knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Break Eggs

CONTROLS: Right Analog Stick controls the egg.

HINTS: Breaking the egg into the bowl in one try will get you a ten. Two tries will get a nine, three for an eight, et cetera. If the egg lands outside the bowl, you'll get a one. Try to angle the analog stick down and to the left.

STEP 3: Fry

CONTROLS: O Button selects the omelet to be fried. All omelets on the screen will be fried at once.

HINTS: When steam starts to rise from the pan, the omelet is done. Don't let the Frying Pan icon get red. That means that you overcooked it.

STEP 4: Flip

CONTROLS: Right Analog Stick controls the pan.

HINTS: Tap the right analog stick three or four times to get a perfectly folded omelet.

\*\*\*\*\* RESTAURANT 8: CASTLE \*\*\*\*\*

DISH NAME: SNO CONE

STEP 1: Crush Ice

CONTROLS: Right Analog Stick rotates ice crusher's handle.

HINTS: Just rotate the right analog stick and, soon enough, you'll have crushed ice.

STEP 2: Apply Syrup

CONTROLS: Right Analog Stick controls the flow of syrup.

HINTS: When the controller vibrates and a white X in a red square appears, the ice has enough syrup on it. Too much or too little syrup will result in a reduced score.

DISH NAME: APPLE

STEP 1: Peel Apple

CONTROLS: Right Analog Stick controls your knife.

HINTS: Make sure the peel is as thin as possible. Stop and start the knife once in a while to get a perfect score.

DISH NAME: MOCHI

STEP 1: Pound Mochi

CONTROLS: Left Analog Stick controls your hand. Right Analog Stick controls your mallet.

HINTS: Alternate between right and left. Tilt the left analog stick to the right, then the right stick down. Do this until the mochi is finished.

DISH NAME: UDON NOODLES

STEP 1: Pound Dough

CONTROLS: Left Analog Stick controls your left foot. Right Analog Stick controls your right foot.

HINTS: Tilt the left analog stick down, then tilt the right analog stick down. Repeat until the dough is fully stomped.

STEP 2: Slice Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, you probably will not get above a nine.

STEP 3: Boil Noodles

CONTROLS: O Button selects the noodles to be cooked. All pots of noodles on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the noodles are done. Don't let the pot icon get red. That means that you overcooked them.

STEP 4: Add Broth



CONTROLS: Right Analog Stick controls the ladle.

HINTS: Pour the broth slowly. When a white X in a red square appears, stop pouring.

This will be accompanied by the controller vibrating. If you stop right

when

these two things happen, this step will get a perfect 10.

DISH NAME: Gyouza

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Fold Dumplings

CONTROLS: The Left Analog Stick controls your left hand. The Right Analog Stick controls your right hand.

HINTS: Press both sticks inward, towards the center. Bring them back, and repeat.

STEP 3: Add Water

CONTROLS: Right Analog Stick controls the ladle.

HINTS: Pour the water slowly. When a white X in a red square appears, stop pouring.

This will be accompanied by the controller vibrating. If you stop right

when

these two things happen, this step will get a perfect 10.

STEP 4: Cook Gyouza

CONTROLS: O Button selects the gyouza to be cooked. All pans of gyouza on the screen will be cooked at once.

HINTS: When steam starts to rise from the pan, the gyouza are done. Don't let the pan icon get red. That means that you overcooked it.

DISH NAME: Spaghetti

STEP 1: Mince Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces. If you cut yourself, make the following pieces really small in order to still get a 10.

STEP 2: Boil Noodles

CONTROLS: O Button selects the noodles to be cooked. All pots of noodles on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the noodles are done. Don't let the pot icon get red. That means that you overcooked them.

STEP 3: Add Sauce

CONTROLS: Right Analog Stick controls the flow of sauce.

HINTS: When the controller vibrates and a white X in a red square appears, the egg has enough sauce in it. Too much or too little sauce will result in a reduced score.

STEP 4: Cook Noodles

CONTROLS: O Button selects the noodles to be cooked. All pans of noodles on the screen will be cooked at once.

HINTS: When steam starts to rise from the pan, the noodles are done. Don't let the pan icon get red. That means that you overcooked them.

\*\*\*\*\* RESTAURANT 9: MAGIC RESTAURANT \*\*\*\*\*

DISH NAME: MEDICINE

STEP 1: Peel Potatoes

CONTROLS: Left Analog Stick rotates potato. Right Analog Stick rotates peeler.

HINTS: Try to take off the peel a little at a time. This will get you a higher score.

STEP 2: Fold Dumplings

CONTROLS: The Left Analog Stick controls your left hand. The Right Analog Stick

controls your right hand.

HINTS: Press both sticks inward, towards the center. Bring them back, and repeat.

STEP 3: Bake

CONTROLS: O Button selects the medicine to be baked. All medicines on the screen will

be baked at once.

HINTS: When steam starts to rise from the oven, the medicine is done. Don't let the Oven icon get red. That means you overcooked it.

DISH NAME: MAGIC POTION

STEP 1: Peel Stalk

CONTROLS: Right Analog Stick controls your hand.

HINTS: Move the analog stick down, then back to the center. Do this 4 times to fully peel the stalk.

STEP 2: Dip Stalk

CONTROLS: Right Analog Stick controls the stalk.

HINTS: When a white X in a red square appears, the stalk has enough batter on it.

STEP 3: Deep Fry

CONTROLS: O Button selects the stalk to be fried. All stalks on the screen will be fried at once.

HINTS: When steam rises from the deep fryer, the stalk is done. Don't let the Deep Fryer icon get red. That means you overcooked it.

STEP 4: Cook Potion

CONTROLS: O Button selects the potion to be cooked. All pots of potion on the screen

will be cooked at once.

HINTS: When steam starts to rise from the pot, the potion is done. Don't let the Pot icon get red. That means that you overcooked it.

DISH NAME: MAGIC SOUP

STEP 1: Slice Ingredients

CONTROLS: Left Analog Stick moves knife horizontally. Right Analog Stick moves the knife vertically.

HINTS: You should cut the ingredient into at least ten pieces.

STEP 2: Add Water

CONTROLS: Right Analog Stick controls the ladle.

HINTS: Pour the water slowly. When a white X in a red square appears, stop pouring. This will be accompanied by the controller vibrating. If you stop right

when

these two things happen, this step will get a perfect 10.

STEP 3: Cook Soup

CONTROLS: O Button selects the soup to be cooked. All pots of soup on the screen will be cooked at once.

HINTS: When steam starts to rise from the pot, the soup is done. Don't let the Soup icon get red. That means that you overcooked it.

\* \* \* \* \*

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Special Thanks To:

-My buddy Pokemaster1004, for getting me off my lazy butt and encouraging me to write an

FAQ.

-God, for giving me the ability to write FAQ's.

-Himeya Soft, for selling me this wonderful game, along with many others.

-GameFAQs and CJayC, for putting this FAQ up for download.

-My Mom, for getting up at 1:00 AM to help me stop an ant invasion. I love you!

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