# Ore no Imouto ga Konna ni Kawaii wake ga Nai Portable FAQ/Walkthrough

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+ ORE NO IMOUTO GA KONNA NI KAWAII WAKE GA NAI +

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+++++ INTRODUCTION +++++
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Geetings my readers!

This is the first PSP game in the Oreimo Series. This walkthrough doesn't
show how to clear the Oreimo in 100%! I'm going to present you with a
shortest way possible to achieve good endings.

The game not always states Normal/Good endings. Bad endings aren't
essential to the gameplay, but some are funny (e.g. Kuroneko's Bad
Ending). "If Route's" have only one ending. You don't have to clear
Normal Endings to achieve Good Endings.
You can start with anyone beside Ayase (check her paragraphs).

 Enjoy!

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+++++ GAME MECHANICS +++++

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The game decision making mechanics consist of the TwoShot Dialogues
and the O.R.E.(Order Record Effect) System. Basicaly to choose routes
and clear good endings you have to pass the TwoShot Dialogues without
a fail and use ORE wisely.

Almost each scene contains some TwoShot Dialogue, but don't worry,
only a few are really relevant and I will mark them for you. Those "less"
important gives you additional CG's and if you fail them, you stumble
upon an option "Urgent Evasion" to avoid the bad end. During a dialogue
you use [] to retort or X to stay silent.

The O.R.E. System is an interesting alternative to the traditional
"multiple choice" gamplay. This System allows you to acquire "Records",
which later can be used to manipulate the plot and advance
within the game.

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+++++ IMPORTANT +++++

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O.R.E. = ORE
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"DON'T USE ORE" also means don't choose either.

ORE starting routes are italic.

ORE directly avoiding a bad end are underlined.

TwoShot Dialogues that you can't fail are also underlined.

This is a PSP game so:

A is triangle, [] - is square, X is cross, O is circle.

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+++++ SUMMARY +++++

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The plot in Oreimo Portable acts as a spin-off to the light novels,
which explores on the relationship between between Kousaka siblings
Kirino and Kyousuke. The story begins the year after Kirino's
infamous "life consultation" with her older brother, who accidentally
discovers her darkest secret: that she is an avid fan and collector
of anime and eroge involving older brother-little sister dynamics.

After Kirino returns from her trip to the United States, she and
Kyousuke continue on the usual antics, with their friends Saori
Bajeena and Kuroneko tagging along. At this time, Kuroneko is starting
to become close to Kyousuke during Kirino's absence, and their
relationship is used by Kuroneko to tease Kirino, who is her rival
to Kyousuke, and — surprisingly — her best friend.

The player assumes the role of Kyousuke Kousaka, whose life as
a mediocre person is changed by his 'life consultation" session
with the little sister whom he has learned to ignore. The story
later develops into Kyousuke's experiences with the different girls
who have interacted with him, including Kirino, her best friend
Ayase Aragaki and her classmate Kanako Kurusu.

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+++++ WALKTHROUGH +++++

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+KOUSAKA KIRINO+

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+++Normal End+++

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1) Kirino's TwoShot Dialogue => [] X X

2) Use ORE No. 01 Siscaly Tournament.

3) Kirino's TwoShot Dialogue => [] [] [] []

4) Kirino's TwoShot Dialogue => X X X []

5) Use ORE No. 03 National Class.

6) Use ORE No. 04 Keep Calm!

7) Kurneko's TwoShot Dialogue => [] X [] []

8) Use ORE No. 01 Siscaly Tournament.

9) Use ORE No. 02 Tournament Prizes.

10) Use ORE No. 09 Radio Kaikan.

11) Kirino's TwoShot Dialogue => [] [] [] []

12) Use ORE No. 11 SisxSis.

13) Kirino's TwoShot Dialogue => [] [] [] []

14) Use ORE No. 01 Siscaly Tournament.

15) Manami's TwoShot Dialogue => X [] [] []

16) Kirino's TwoShot Dialogue => X X [] []

17) Manami's TwoShot Dialogue => [] [] X []

18) Use ORE No. 19 Regional Edition Meruru.

19) Kirino's TwoShot Dialogue [] [] X X []

20) Use ORE No. 19 Regional Edition Meruru.

21) Kirino's TwoShot Dialogue [] [] X []

22) Kirino's TwoShot Dialogue [] [] X [] (yes, it's the same)

23) Kirino's TwoShot Dialogue X [] X []

24) Use ORE No. 13 Notebook Computer.

25) Use ORE No. 12 Denpa Song.

26) Kirino's TwoShot Dialogue [] X X [] X

27) Use ORE No.  Treated as a Stranger.

28) Kirino's/Dad's TwoShot Dialogue X X

29) Use ORE No. Treated as a Stanger.

30) Kirino's TwoShot Dialogue X [] [] []

31) Use ORE No. 02 Tournament Prizes.

32) Use ORE No. Something's Wrong.

33) Kirino's TwoShot Dialogue [] [] [] [] []

34) Kirino's TwoShot Dialogue [] X X []

35) Use ORE No. My Friends.

36) Use ORE No. Truly Important Person.

37) DON'T USE ORE.

38) Use ORE No. 'New Me'.

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+++Good End+++

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There are TWO Good Endings in this route.

You just need to alternate the few last choices.

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I. Ending#3

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35) Use ORE No. My Friends.

36) Use ORE No. Truly Important Person.

37) DON'T USE ORE.

38) DON'T USE ORE.

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II. Ending#4

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35) DON'T USE ORE.

36) Kirino's TwoShot Dialogue X [] [] []

37) Use ORE No. Treated as a Stranger.

38) Use ORE No. Truly Important Person.

39) Use ORE No. I love you forever and ever.

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+ARAGAKI AYASE+

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+++Normal End+++

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1) Kirino's TwoShot Dialogue => [] X X

2) DON'T USE ORE.

3) Manami's TwoShot Dialogue => X [] X

4) Use ORE No. 07 Kitano Tenman-gu.

5) Use ORE No. 01 Siscaly Tournament.

6) Manami's TwoShot Dialogue => X [] [] []

7) Manami's TwoShot Dialogue => [] [] X []

8) Use second ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

9) Don't use ORE.

10) Use ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

11) Use ORE No. 58 H-Games.

12) Use  ORE No. 57 I love you the most.

13) Ayase's TwoShot Dialogue => X X X []

14) Don't use ORE.

15) Saori's TwoShot Dialogue => [] X []

16) Use ORE No. 58 H-Games.

17) Use ORE No. 60 Summer Comiket.

18) Kuroneko's TwoShot Dialogue => X [] X

19) Ayase's/Kanako's TwoShot Dialogue => [] []

20) Use  ORE No. 57 I love you the most.

21) Use  ORE No. 57 I love you the most.

22) Use ORE No. 59 Leave it to me.

23) Kirino's TwoShot Dialogue => [] []

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+++Good End+++

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To achive the Good Ending you need to use ORE No. 64 My Little Sister
Can't Be This Cute. If you start game with this route, unfortunately

you won't have it and land instead in Ayase's Bad Ending. First you
need to finish Kirino's Good End or Ayase Bad End and start New Game,
skip all the route again and then the Good End will reveal itself.

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23) Kirino's TwoShot Dialogue => [] []

24) Use ORE  No. 64 My Little Sister Can't Be This Cute.

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+ KURONEKO (GOKOU RURI) +

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+++Normal End+++

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1) Kirino's TwoShot Dialogue => [] X X

2) Use ORE No. 01 Siscaly Tournament.

3) Kirino's TwoShot Dialogue => [] [] [] []

4) Kirino's TwoShot Dialogue => X X X []

5) Use ORE No. 03 National Class.

6) Use ORE No. 04 Keep Calm!

7) Kurneko's TwoShot Dialogue => [] X [] []

8) Use ORE No. 01 Siscaly Tournament.

9) Use ORE No. 03 National Class.

10) Use ORE No. 03 National Class (again).

11) Use ORE No. 03 National Class (yet again).

12) Use ORE No. 08 Raising the Chances of Victory.

13) Kurneko's TwoShot Dialogue => [] [] X []

14) Use ORE No. 02 Tournament Prizes.

15) Manami's TwoShot Dialogue => X [] [] []

16) Kirino's TwoShot Dialogue => X X [] []

17) Manami's TwoShot Dialogue => [] [] X []

18) Use ORE No. 16 Abe no Seimei.

19) Use ORE No. 16 Abe no Seimei (again).

20) Use ORE No. 16 Abe no Seimei (yet again).

21) Kurneko's TwoShot Dialogue => X [] X []

22) Kirino's TwoShot Dialogue = > [] []

23) Use ORE No. 31 Important Objective.

24) Kurneko's TwoShot Dialogue => X X X []

25) Kurneko's TwoShot Dialogue =>  X X X [] []

26) Kurneko's TwoShot Dialogue => [] [] [] []

27) Kurneko's TwoShot Dialogue => [] [] [] X X

28) Kurneko's TwoShot Dialogue => [] [] [] []

29) (either)

30) Use ORE No. 33 Classroom.

31) Kurneko's TwoShot Dialogue => [] X X []

32) Kurneko's TwoShot Dialogue => [] [] [] X []

33) Don't use ORE.

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+++Good End+++

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32) Kurneko's TwoShot Dialogue => [] [] [] X []

33) Use ORE No. 31 Important Objective.

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+BAJEENA SAORI (MAKASHIMA)+

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+++"Normal" End+++

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The game system DOESN'T state bad/normal endings for Saori
so I decided (following the translator Dizzy Ziddy) that losing
all contact with Kyousuke is a Bad Ending and a less depressing
 is Normal.

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1) Kirino's TwoShot Dialogue => [] X X

2) Use ORE No. 01 Siscaly Tournament.

3) Kirino's TwoShot Dialogue => [] [] [] []

4) Kirino's TwoShot Dialogue => X X X []

5) Use ORE No. 03 National Class.

6) Use ORE No. 04 Keep Calm!

7) Kurneko's TwoShot Dialogue => [] X [] []

8) Use ORE No. 01 Siscaly Tournament.

9) Don't use ORE.

10) Use ORE No. 10 AniMate.

11) Use ORE No. 14 Matchmaking.

12) Saori's TwoShot Dialogue => X [] X []

13) Manami's TwoShot Dialogue => X [] [] []

14) Kirino's TwoShot Dialogue => X X [] []

15) Manami's TwoShot Dialogue => [] [] X []

16) Use ORE No. 17 Heian Animation.

17) Use ORE No. 02 Tournament Prizes.

18) Saori's TwoShot Dialogue => [] X [] [] []

19) Don't use ORE.

20) Saori's TwoShot Dialogue => X [] [] []

21) Use ORE No. 42 Truly Valuable Things.

22) Don't use ORE.

23) Use ORE No. 46 To Try the patience of a Saint.

24) Saori's TwoShot Dialogue => X [] [] X

25) Don't use ORE.

26) Don't use ORE.

27) Use ORE No. 44 Future's Promise.

28) Use ORE No. 42 Truly Valuable Things.

29) Saori's TwoShot Dialogue => X [] X []

30) Use ORE No. 47 Bracelet.

31) Use ORE No. 41 Will Never Come True.

32) Saori's TwoShot Dialogue => [] X X []

33) Use ORE No. 48 If the compatibility is bad, it's impossibile.

34) Saori's TwoShot Dialogue => X [] [] []

35) Saori's TwoShot Dialogue => [] []

36) Saori's/Kirino's TwoShot Dialogue => X [] [] X []

37) Saori's TwoShot Dialogue => [] X []

38) Saori's TwoShot Dialogue => X [] [] [] []

39) Use ORE No. 45 Do whatever you want.


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+++Good End+++

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39) Use ORE No. 50 I like Otaku's hobbies.

40) Use ORE No. 44 Future's Promise.

41) Use ORE No. 49 The Unhappines of a Child.

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+TAMURA MANAMI+

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+++Normal End+++

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1) Kirino's TwoShot Dialogue => [] X X

2) DON'T USE ORE.

3) Manami's TwoShot Dialogue => X [] X

4) Use ORE No. 06 The Marriage Waterfall of Kiyomizudera.

5) Use ORE No. 01 Siscaly Tournament.

6) Manami's TwoShot Dialogue => X [] [] []

7) Manami's TwoShot Dialogue => [] [] X []

8) Use ORE No. 06 The Marriage Waterfall of Kiyomizudera.

9) Use ORE No. 05 The School Trip.

10) Use ORE No. 20 Popularity.

11) Manami's TwoShot Dialogue => [] X []

12) Manami's TwoShot Dialogue => X [] X []

13) Use ORE No. 51 My Girlfriend.

14) Don't use ORE.

15) Manami's TwoShot Dialogue => [] X [] X []

16) Manami's TwoShot Dialogue => X [] [] []

17) Use ORE No. 54 Memories of Youth.

18) Manami's TwoShot Dialogue => X [] X []

19) Use ORE No. 52 Engagement.

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+++Good End+++

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The game system DOESN'T state bad/normal endings for Manami
 so I decided that the date is a Good/True End.

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19) Don't use ORE.

20) You can use ORE No. 53 Galge or not. Your call.

21) Manami's TwoShot Dialogue => [] [] []

22) Use ORE No. 56 The Eyes of a Girl in Love.

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+ANOTHER IF ROUTE 'S+

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+KURUSU KANAKO+

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+++Normal End+++

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1) Kirino's TwoShot Dialogue => [] X X

2) DON'T USE ORE.

3) Manami's TwoShot Dialogue => X [] X

4) Use ORE No. 07 Kitano Tenman-gu.

5) Use ORE No. 01 Siscaly Tournament.

6) Manami's TwoShot Dialogue => X [] [] []

7) Manami's TwoShot Dialogue => [] [] X []

8) Use second ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

9) Don't use ORE.

10) Use ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

11) Use ORE No. 58 H-Games.

12) Use  ORE No. 57 I love you the most.

13) Ayase's TwoShot Dialogue => X X X []

14) Don't use ORE.

15) Saori's TwoShot Dialogue => [] X []

16) Use ORE No. 58 H-Games.

17) Use ORE No. 60 Summer Comiket.

18) Kuroneko's TwoShot Dialogue => X [] X

19) Ayase's TwoShot Dialogue => [] []

20) Use  ORE No. 57 I love you the most.

21) Use  ORE No. 57 I love you the most.

22) Use ORE No. 59 Leave it to me.

23) Kirino's/Kurusu's TwoShot Dialogue => X X []

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+FORBIDDEN YURI+

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+++Normal End+++

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You can clear this route only after completing Ayase's Good End.

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1) Kirino's TwoShot Dialogue => [] X X

2) DON'T USE ORE.

3) Manami's TwoShot Dialogue => X [] X

4) Use ORE No. 07 Kitano Tenman-gu.

5) Use ORE No. 01 Siscaly Tournament.

6) Manami's TwoShot Dialogue => X [] [] []

7) Manami's TwoShot Dialogue => [] [] X []

8) Use second ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

9) Don't use ORE.

10) Use ORE No. 18 Renowed Shop's Oil-Absorbing Sheets.

11) Use ORE No. 58 H-Games.

12) Use  ORE No. 57 I love you the most.

13) Ayase's TwoShot Dialogue => X X X []

14) Don't use ORE.

15) Saori's TwoShot Dialogue => [] X []

16) Don't use ORE.

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+KOUHEI AKAGI+

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+++Normal End+++

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The route actually ends after 6 minutes unless you have
experienced this IF Route 3 full times, which you can then
continue to the second part of the route and meet Akagis
sister ;]. You can achive it from any basic route just remember
to NOT USE ANY ORE after second TwoShot Dialogue with Manami
during the trip to Kyoto.

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1) Kirino's TwoShot Dialogue => [] X X

2) Use ORE No. 01 Siscaly Tournament.

3) Kirino's TwoShot Dialogue => [] [] [] []

4) Kirino's TwoShot Dialogue => X X X []

5) Use ORE No. 03 National Class.

6) Use ORE No. 04 Keep Calm!

7) Kurneko's TwoShot Dialogue => [] X [] []

8) Use ORE No. 01 Siscaly Tournament.

9) Use ORE No. 02 Tournament Prizes.

10) Use ORE No. 09 Radio Kaikan.

11) Kirino's TwoShot Dialogue => [] [] [] []

12) Use ORE No. 11 SisxSis.

13) Kirino's TwoShot Dialogue => [] [] [] []

14) Use ORE No. 01 Siscaly Tournament.

15) Manami's TwoShot Dialogue => X [] [] []

16) Kirino's TwoShot Dialogue => X X [] []

17) Manami's TwoShot Dialogue => [] [] X []

18) Don't use ANY ORE.

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+KYOTO TRIP+

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+++Normal(?) End+++

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This IF Route is triggered by using the ORE No. 61 Explore
the Inn obtained at the end of Akagi's IF Route.
You use it during the Kyoto Trip.

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1) Kirino's TwoShot Dialogue => [] X X

2) Use ORE No. 01 Siscaly Tournament.

3) Kirino's TwoShot Dialogue => [] [] [] []

4) Kirino's TwoShot Dialogue => X X X []

5) Use ORE No. 03 National Class.

6) Use ORE No. 04 Keep Calm!

7) Kurneko's TwoShot Dialogue => [] X [] []

8) Use ORE No. 01 Siscaly Tournament.

9) Use ORE No. 02 Tournament Prizes.

10) Use ORE No. 09 Radio Kaikan.

11) Kirino's TwoShot Dialogue => [] [] [] []

12) Use ORE No. 11 SisxSis.

13) Kirino's TwoShot Dialogue => [] [] [] []

14) Use ORE No. 01 Siscaly Tournament.

15) Manami's TwoShot Dialogue => X [] [] []

16) Kirino's TwoShot Dialogue => X X [] []

17) Manami's TwoShot Dialogue => [] [] X []

18) Don't use ANY ORE.

19) Use ORE No. 61 Explore the Inn.

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+++++ ATTRIBUTION +++++

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Summary taken from Oreimo Wikia.

This walkthrough is based on my grinding the half-translated
game and Dizzy Ziddy youtube videos (to clear all TwoShot Dialogues).
There can be differences between translations!

I left few ORE without Numbers because my game crashed ;/
If anyone see mistakes, please write my an email!

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