

Amayadori: press brief

Amayadori: Rainy Night Ramen (雨宿り) A cozy, stress-free ramen cooking game, designed for iPhone Duo. By SOL3 Games. Out now on the App Store.

Updated 6 November 2026.

At a glance

Title	Amayadori: Rainy Night Ramen (short form: Amayadori)
Developer and publisher	SOL3 Games (SOL3 GAMES LLC), New York City
Platform	Designed for iPhone Duo
Price	US $4.99. Pay once. No ads, no in-app purchases.
Release	Out now on the App Store.
Genre	Cozy cooking game with a story
Language	English
Play time	Each night takes about 15 minutes. The story runs a few hours, and the shop stays open after it ends.
Online	None needed. Plays fully offline. No account, no data collected.
Website	https://sol3games.com/amayadori/
Press contact	press@sol3games.com

One-line pitch

Run a tiny ramen counter on rainy nights: cook every bowl by hand, at your own pace, for regulars who duck in out of the rain.

Even shorter: A cozy ramen game with no timers, made for iPhone Duo.

Short description (about 50 words)

Amayadori is a cozy, stress-free ramen cooking game, designed for iPhone Duo. There are no timers. You cook every bowl by hand, step by step, for a cast of regulars who come in out of the rain, and night by night you get to know them. Lo-fi music, rain on the window, trains overhead.

Long description

Amayadori (雨宿り) means sheltering from the rain. It's a cozy, stress-free ramen cooking game, designed for iPhone Duo. No timers. Cook every bowl by hand, at your own pace.

Most cooking games are a frantic race against the clock. This one is calm. Forget a topping? Your guest will gently remind you.

You run a tiny ramen counter under the railway tracks in a big city during the rainy season. Spoon the tare, ladle the broth, drop the noodles, lift them out and shake them dry. Chop negi, slice and torch chashu, boil and peel eggs, fold wontons. Lay out each bowl with care: a beautiful bowl earns a little extra. The game shows you each step the first time you need it, and new dishes join the menu as you go.

Eight regulars come in out of the rain, each with their usual order and a story of their own. Learn what they like and keep their tea filled. Night by night, they open up. Their gifts find a place in the shop: a sketch on the wall, a tape for the radio, a charm by the stove.

It's a quiet night: lo-fi music on the radio, rain on the window, trains overhead. Play your own music or podcasts while you cook if you like. Mochi, the shop cat, naps all night and wakes at closing for her chashu. Each night takes about 15 minutes, and you can stop any time and pick up where you left off.

Amayadori is made for iPhone Duo. Held half open like a little laptop, the upright screen is the shop, with the guests and their orders, and the flat screen is your counter. At the end of the night, close your iPhone Duo to close up shop.

Pay once. No ads, no in-app purchases.

Key features

- **No timers, no rush.** Nobody waits impatiently, nothing burns to a fail screen. Take as long as you like.
- **No fail states.** A mistake costs a little tip, never progress. Forget a topping and your guest just asks for it.
- **Cook every step by hand.** Tare, broth, noodles (drop, lift, shake), negi, chashu (slice and torch), eggs, wontons, then lay out the bowl. Real ramen steps, by touch.
- **Eight regulars with stories of their own,** told a night at a time at the counter, and in illustrated scenes outside the shop.
- **Lo-fi look and sound.** Warm, painterly lo-fi art, original lo-fi music on the shop radio, rain and trains.
- **Made for iPhone Duo.** Guests on the upright screen, your counter on the flat one; fold it shut at closing time.
- **Pick it up, put it down.** About 15 minutes a night, saves as you play, fully offline. Music, sound effects and rain have separate volume controls.

What it's like to play

You open the shop by flipping the wooden sign. A regular sits down, shakes off the rain and hangs up a ticket: their usual, or something new. You pour their tea, then cook. Slide between the board, the stove and the pass along the counter. Drop a nest of noodles into the basket and watch them loosen; lift and shake them dry when they look right. Spoon in the tare, ladle the broth, and place the toppings where you want them: chashu here, egg there, a scatter of negi. Slide the bowl up to them and watch them eat.

The guests talk: to you, to each other, about their day. Some nights a regular stays for one more cup. At closing you feed Mochi her sliver of chashu and wipe down the counter, and the night's takings come in.

The mood is the rainy-night "lo-fi beats" feeling: warm lamp light, rain outside, nothing urgent. People play it at the end of the day or on a lunch break, often with their own music or a podcast on.

The setting

A tiny old wooden ramen counter built against a railway viaduct, in a quiet, old part of a big city in Japan, during the rainy season. It sat shut for years. Now its lamp is lit again, and you're the one behind the counter. Three stools, a radio, a shelf for the cat, and the trains rumbling overhead.

The cast

You play the cook. You have no name, no face and no voice: the regulars just call you "chef".

Hana (fox girl, art student)	A second-year illustration student from the art college across the river. She draws while she waits and while she eats, and always asks before she draws you. Your first regular.
Tetsu (shiba, delivery rider)	Knows everyone in the neighbourhood before you do, from the names on his delivery labels. A long way from home, and working every shift going.
Ume-san (tortoise, retired seamstress)	Lilac cardigan, round glasses, always knitting. She sleeps very little, notices who's tired or cold before they do, and says rain is good for knitting.
Kuma-san (bear, night-bus driver)	His bus stand faces the shop. He comes in on his last layover of the night, always last, and never in a hurry.
Aoi (hare, first-year night nurse)	New to the city, working shifts on a ward up the hill. Soft-spoken, sorry far too often, and in need of ten minutes when nobody needs anything from her.
Kero (frog, record-shop clerk and beatmaker)	Works the late counter at the second-hand record and tape shop two doors down, and makes lo-fi beats in the back room. Says "Yo." to arrive and "Peace." to leave, and listens to everything.
Prof. Hoshi (owl, astronomer)	Runs the leaky old observatory on the hill, and comes down for a bowl on nights the clouds won't part.
Tanaka-san (tanuki, office worker)	Works late in sales in the office tower by the station. Cheerful, a little sheepish, and he misses the last train a little too often.
Mochi (the shop cat)	Sleeps on the shelf by the radio all night and wakes at closing for her sliver of chashu.

Character art for each is in `characters/`.

Comparable games

Amayadori is its own game, but these comparisons help:

- **For fans of Coffee Talk:** a late-night counter in the rain, regulars with lives of their own who open up night by night, and a warm, lo-fi mood.
- **The hands-on feel of Cooking Mama,** without the scoring pressure: you cook every step by touch, but calmly, and nothing fails.
- **Cozy games generally:** if you enjoy slow, gentle games to unwind with at night, this is one.

(Coffee Talk and Cooking Mama belong to their respective owners. SOL3 Games isn't affiliated with them. Use "for fans of" or "in the spirit of", not "from the makers of" or "the next Coffee Talk".)

FAQ for creators

Is there any time pressure? None. No timers, no impatient customers, no rush. Guests wait happily however long you take.

Can you fail or lose? No. There's no game over. A mistake costs a bit of tip or word of mouth, never progress. Forget a topping and your guest will gently remind you.

How long is it? Each night takes about 15 minutes. The story plays out over a few hours of nights, and when it ends the shop stays open, so you can keep cooking and finish anything you missed.

What's special about iPhone Duo? You hold iPhone Duo half open, like a tiny laptop or a handheld console. The upright screen shows the shop: the guests, their faces and their tickets. The flat screen is your counter, where you cook. Closing iPhone Duo mid-night pauses the game and the outer screen shows the shop from across the rainy street. Closing it at the end of the night closes the shop. Story scenes ask you to open iPhone Duo fully and turn it sideways, like an illustrated comic spread across both screens.

Is it free to play? Any ads? No. US $4.99, pay once, no ads, no in-app purchases.

Does it need an internet connection? No. It plays fully offline and collects no data.

Can I stream or post videos of it? Monetise them? Yes, please. You're welcome to stream, record and monetise videos of Amayadori.

Can I play my own music while I cook? Yes. You can set the music, sound effects and rain volume separately, so you can play your own music or listen to a podcast over the game.

Is there voice acting? No. The regulars talk in speech balloons.

What does the name mean? Amayadori (雨宿り, *ah-mah-yah-doh-ree*) means sheltering from the rain: ducking under an awning or into a shop until a shower passes. That's what the regulars do.

Talking points

- A cooking game with no timers and no way to fail. Calm on purpose.
- Every step of a real bowl of ramen, cooked by touch.
- Eight regulars, each with a story told a night at a time.
- Built for iPhone Duo's folded shape: guests above, counter below, fold it shut to close up shop.
- Painterly lo-fi art, original lo-fi music, rain and trains.
- A small game made by a small studio in New York.

Credits

- **Made by** SOL3 Games (SOL3 GAMES LLC)
- **Music:** original music made for Amayadori by SOL3 Games
- **Sound:** made for the game by SOL3 Games
- **Fonts:** Klee One (Copyright 2020 The Klee Project Authors) and Zen Maru Gothic (Copyright 2021 The Zen Maru Gothic Project Authors), both under the SIL Open Font License 1.1

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The game is out now. Use Apple's unaltered black “Download on the App Store” badge, one per layout, with the trademark credits above.

Contact

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