

# Ahuha Ahukaha

**Players:** 3  
**Play Time:** ~45 minutes  
**Recommended Age:** 13+

*"The bond we once pledged, how cruelly it weighs upon my heart;  
Orihime and I meet but once a year—  
shall we truly meet, or shall we not?"*  
— Fujiwara no Okikaze, *Kokin Wakashū* No.178

## 1. Story

**Hosiahi** —the Night of the Meeting of the Stars. Once a year, the stars gather upon the Milky Way, each searching for their promised counterpart. For the seven days leading up to Tanabata, you take the role of a ferryman guiding these stars across the heavens, helping them to find their destined partners.

## 2. Components

**Star Cards** × 21  
**Asita Cards** × 3 (reverse side: *Star List, second half*)  
**Yono Tigiri Cards** × 3 (reverse side: *Star List, first half*)  
**Relationship Chart Cards** × 3  
(reverse side: *Attribute Reference Cards*)  
**Rulebook** × 2

## 3. Objective of the Game

Within limited means of communication, players must infer each other's hands and play cards strategically.  
By playing two cards that are well-matched at the same time, you form a **pair**—a **Hosiahi** ("meeting of stars"). Each **Hosiahi** generally rewards **two players** with points. The player who scores the most points over the course of the game wins.  
Note: This is **not** a so-called cooperative game.

## 4. What Is a "Hosiahi"?

A **Hosiahi** (星合 — "Meeting of the Stars") occurs when a pair of two **Star Cards** forms a harmonious match, earning points for the players involved.

Each **Star Card** possesses **three attributes**:

- Arika** (Where the star is seen – its direction in the sky)  
→ January, April, July, October, or South
- Kesiki** (The color or hue of the star's light)  
→ Sky (Sora), White (Siro), Chrysanthemum (Kiku),  
Gardenia (Ihanu), Orange (Tachibana), Maple (Momiji)
- Sugata** (The size or form of the star)  
→ Small, Slightly Large, Large, Quite Large, Extremely Large

If two **Star Cards** share **two or more attributes**, a **Hosiahi** is formed.

**Example:** In the diagram on the right, **Sirius** and **Altair** share **Kesiki** and **Sugata**, so the two **Star Cards** form a **Hosiahi**.

## 5. Outline of the Game Flow

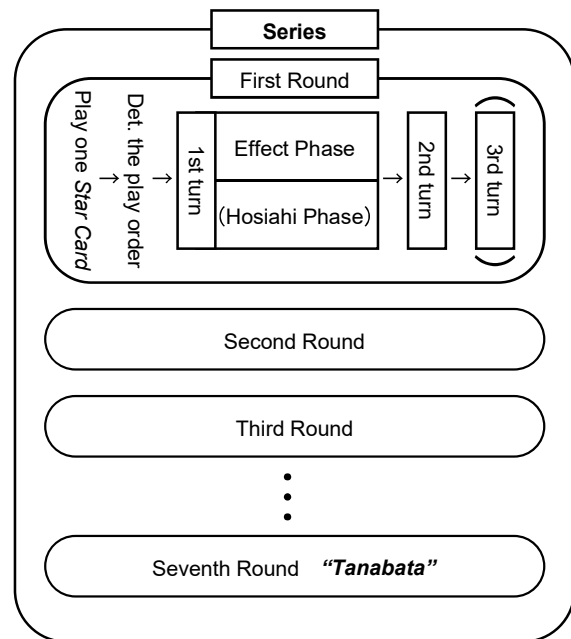
The game consists of several **series**, and the player who wins **two series** wins the entire game. Each **series** aims for the highest score possible and is composed of **seven rounds**.

In every round, players will:

1. Play one **Star Card**;
2. Determine the play order;
3. Resolve each player's turn.

Each round involves turns taken by two or three players, and each turn consists of **two phases**.

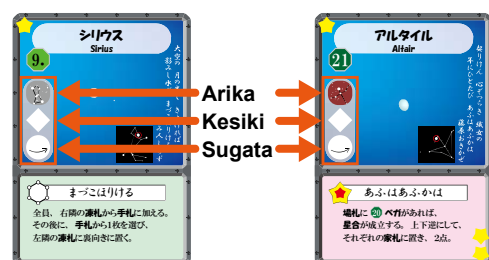
The **seventh round** is special and is called "**Tanabata**."



## How to Read a Star Card

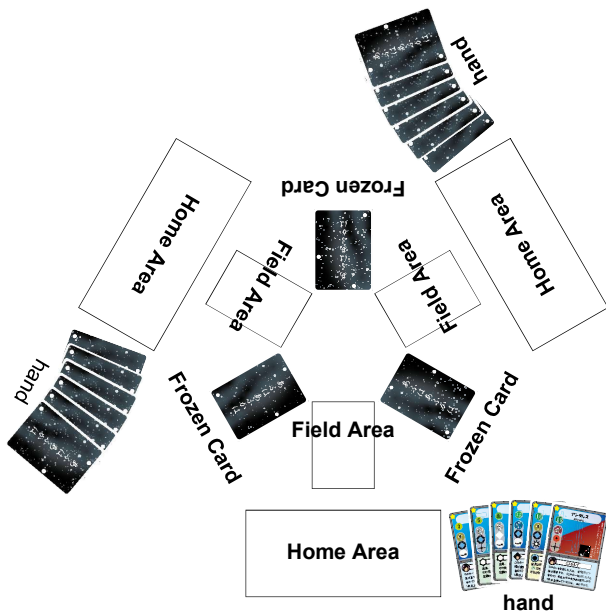
1. **Name** (Japanese / English)
2. **1-Point Icon**
3. **Card Number**
4. **Attributes of the Star**
5. **Effect Name and Description**
6. **2-Point Icon** (only on certain cards)
7. **Poem** (Waka)
8. **Constellation**
9. **Illustration of the Star**

Note: Elements (7)–(9) have no mechanical effect in gameplay.



## 6. Game Setup

- Each player receives the following:
  - **1 Asita Card** (placed face down; use the reverse side as the *Star List – Second Half*)
  - **1 Yono Tigiri Card** (placed face down; use the reverse side as the *Star List – First Half*)
  - **1 Relationship Chart Card** (use both sides as needed; the reverse side shows the “Attribute Names”).
- Shuffle the **Star Cards** thoroughly and deal **6 cards face down** to each player. Each player looks at their cards secretly and holds them as their **hand**.
- Place 3 **Star Cards** face down between the players—one between each pair. These are called the *Kohori-huda*, or “**Frozen Cards**”.
- Arrange the play area as shown in the diagram below. Prepare spaces for **the Field**, **the Home Area**, and **the Frozen Cards**. Once setup is complete, **begin Round 1**.



### a. Field Area

The Field is where each player places one card face down at the start of a round.

### b. Home Area

Played cards are placed here after they are resolved.

When placing a *Star Card* in your Home Area:

- **Vertical (upright)** placement = **1 point**
- **Horizontal** placement = **0 points**
- Some cards can be placed **upside-down vertically** to show **2 points**

The **star symbol in the upper-left corner** of a card represents its point value. Place cards from **left to right** in order.

### c. Frozen Cards

These are special cards placed face down between players. They may be referenced by certain card effects (notably Madu Kohorikeru) and are also used in the **7th round (Tanabata)**.

## 7. Round Progression

Each round proceeds in the following steps:

### 1. Playing Star Cards

Each player secretly selects one *Star Card* from their hand and places it face down in the Field. Once everyone has chosen, all cards are revealed simultaneously.

### 2. Determining Turn Order

Compare the **card numbers** of the revealed *Star Cards*. The player who played the **lowest-numbered** card takes the first turn.

#### 3-A. Turn Step 1 – Effect Phase

Read aloud the **effect** of the active *Star Card* and resolve it immediately. All effects are **mandatory** and must be carried out as fully as possible.

Sometimes, a **Hosiahi (pairing)** will occur as a result of an effect. If a *Hosiahi* is formed during this phase, the player's turn **ends immediately**, and you skip Step 3-B. Proceed instead to Step 4, *Checking for the Next Turn*.

#### 3-B. Turn Step 2 – Hosiahi Phase

Check whether the active *Star Card* can form a *Hosiahi* with any of the other cards currently in the Field. A *Hosiahi* occurs if two cards share **two or more attributes**, as described in Section 4, *What Is a Hosiahi?* If multiple *Hosiahi* possibilities exist, the card pairs with the **lowest-numbered** eligible *Star Card*.

*Hosiahi* is **not optional**—it must occur if possible.

When a *Hosiahi* is formed:

- Each player who played one of the paired cards places that card **upright (vertical)** in their Home Area.
- Each receives **1 point**. Then, the active player's turn ends.

If **no Hosiahi** is formed:

- The active player places their *Star Card* **horizontally** in their Home Area (worth 0 points). Their turn then ends.

### 4. Checking for the Next Turn

If any cards remain in the Field, the next turn goes to the player with the **lowest-numbered** remaining *Star Card*.

Return to Step 3-A (*Effect Phase*).

Note: Cards that have already formed a *Hosiahi* are removed from the Field and therefore will not take turns.

When there are **no cards left** in the Field, the round ends.

Proceed to the **next round**.

## 8. The Seventh Round — Tanabata

The **seventh round** of each series is special and is called **Tanabata**, the Night of the Star Festival. Two additional rules apply during this round.

### 1. Using the Frozen Cards

During *Tanabata*, players **do not have a hand**. Instead, each player takes the **Frozen Card** placed directly in front of them and plays it into the **Field**.

## 2. Bonus Points!

Any player who forms a **Hosiahi** during *Tanabata* receives **1 additional point**. (This applies to both regular Hosiahi and those created through card effects.) To mark this, turn your **Asita Card** face up and place it vertically in your Home Area as your **eighth card**, showing **+1 point**.

Note: This bonus cannot be gained more than once per Tanabata.

## 9. End of a Series and Victory

After *Tanabata*, the series concludes.

Each player counts the **total number of stars** in the upper-left corners of the cards they have placed **vertically** in their Home Area. This total is the player's **score** for the series. The player with the **highest total** wins the series. If two or more players are tied, the winner is the one who scored points using the **highest-numbered Star Card**.

The winner of the series turns their **Yono Tigiri Card** face up. Then, begin the **next series**.

If a player already has their **Yono Tigiri Card** face up and wins again, that player wins the **entire game**.

After the series ends, take a moment to share your thoughts and reflections—  
seven days' worth of unspoken wishes exchanged in words.  
Then, prepare for the next series!

## 10. Beginner Cooperative Rules

If this is your first time playing, try using the **Beginner Cooperative Mode** as a tutorial. In this version, all three players **work together** to achieve the highest total score possible. Gameplay follows the same flow as in the standard rules. After completing one **series**, add up the total points scored by all three players.

Combined Score	Title
0–3 points	Atarasi ("So close — you can surely do better next time.")
4–8 points	Hasitanasi ("So-so...Is that really enough for you?")
9–14 points	Yorosi ("Not bad — a fair performance.")
15–20 points	Medetasi ("Wonderful! A beautiful success!")
21–25 points	Sounashi ("Unmatched — a trio that rivals the stars in the universe!")

Once everyone feels comfortable with the flow of the game, move on to the **standard competitive mode**.

## Q&A / Clarifications

**Q: We can't seem to score any points!**

**A:** Start with the **Beginner Cooperative Mode** first.

Over time, you'll begin to notice subtle hints and unspoken messages between players. Be sure to enjoy the post-game discussion as part of the experience!

**Q: Is lying allowed?**

**A:** No. Always follow the effects of the cards truthfully.

**Q: Can we talk during the game?**

**A:** Minimal conversation is recommended, but beginners may discuss their thoughts as long as they do **not directly reveal** the cards in their hands. If you prefer, you can even play with open communication for younger or less experienced players.

**Q: Do "raise your hand" effects include cards in the Field?**

**A:** No. Such effects only apply to cards in **your hand**, not to those in the Field, Home Area, or Frozen Cards.

**Q: When using Madu Kohorikeru, can we play the card I added from the Frozen card?**

**A:** Yes. First, take the Frozen Card to your hand. Then, from your hand (including that newly added card), choose one card to place as the new Frozen Card to your left.

**Q: What if Madu Kohorikeru is triggered in Round 6?**

**A:** Resolve it as normal — take the right-hand Frozen Card into your hand, then place a card to your left as the new Frozen Card. On the other hand, since players have no hands during Round 7 (*Tanabata*), the effect does **not** resolve if triggered there.

**Q: What if Madu Kohorikeru never activates at all?**

**A:** That's nothing short of a miracle.

**Q: Does "Kinohu Kehutoha" form a Hosiahi with Rigel?**

**A:** No. Because cards with smaller numbers than Canopus leave the Field before Canopus's effect resolves, they cannot form a *Hosiahi* with it.

**Q: If "Kinohu Kehutoha" could form Hosiahi with two cards, what happens?**

**A:** As in normal cases, it pairs with the **lower-numbered** card.

**Q: Which Hosiahi counts as the condition for "Omohi Hanarenu"?**

**A:** Any *Hosiahi* counts, whether by standard play or card effect. However, due to timing, the pairing between Vega and Altair does **not** fulfill this condition.

**Q: Does "Ok! Himu Tokiya" nullify "Kehu Yoriha"?**

**A:** No. *Asita Cards* are not *Star Cards*, so "Kehu Yoriha" remains valid.

**Q: Does seating order matter?**

**A:** We're glad you asked—and that you're enjoying the game! Once everyone becomes familiar with it, try swapping the seats of any two players after each series. You may find it refreshes the experience.

## Tips

### Start with Mimosa and Hadar!

These stars have effects that make forming *Hosiahi* easier.

### Using “Raise Hand” Effects

Cards that let you raise your hand can be used not only to *search* for something, but also to *hint* to others about what you’re holding.

### Early “Madu Kohorikeru” Effects

Pay attention if the player to your left uses Madu Kohorikeru in Rounds 1 and 2. Consider what they might have wanted to pass to the player on your right.

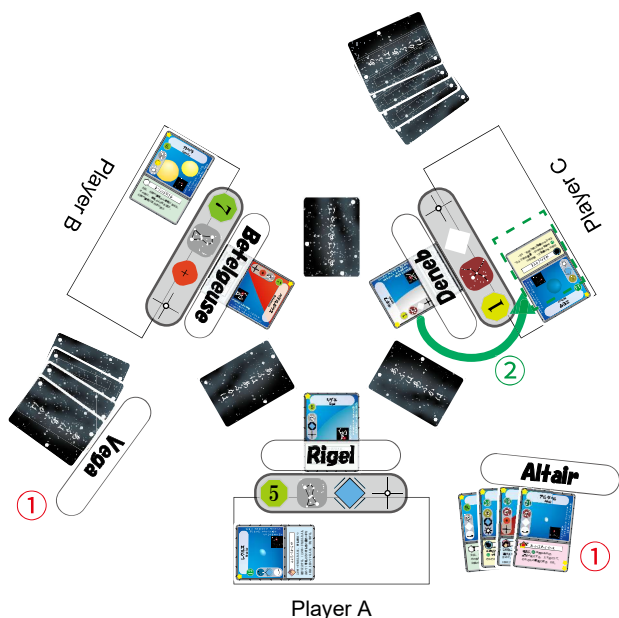
### Round 5 Is the True Endgame

Round 5 is effectively the final stage.

Try predicting how the last three rounds will unfold.

## Examples of Game Progression

(Figure 1-1: Round 2)



### Example 1-1

In this example, we are in **Round 2**.

The cards in the Field are **Rigel**, **Betelgeuse**, and **Deneb**.

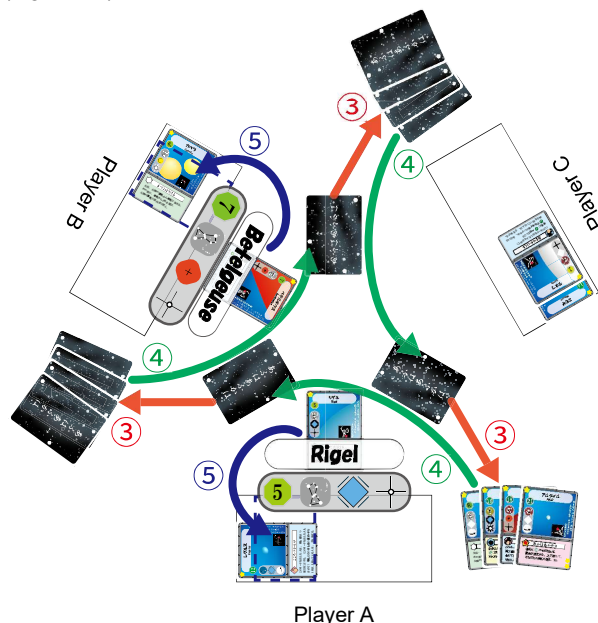
First, it is **Deneb's** turn, since Deneb has the smallest number.

Deneb's effect, *Amanokaharawo*, prompts players who have **Altair** or **Vega** in their hand to raise their hands. Players **A** and **B** both raise their hands. ①

Next, we check for a *Hosiahi*.

Deneb cannot form a *Hosiahi* with any other card currently in the Field. Therefore, Deneb is placed **horizontally** in the player's Home Area, scoring **0 points**, and the turn ends. ②

(Figure 1-2)



### Example 1-2

Next is **Rigel's** turn.

Rigel's effect, *Madu Kohorikeru*, is resolved:

each player takes the Frozen Card on their **right** into their

hand ③, then chooses one card from their hand and places it

face down as a new Frozen Card on their **left**. ④

After that, we check for a *Hosiahi*. Rigel and Betelgeuse share

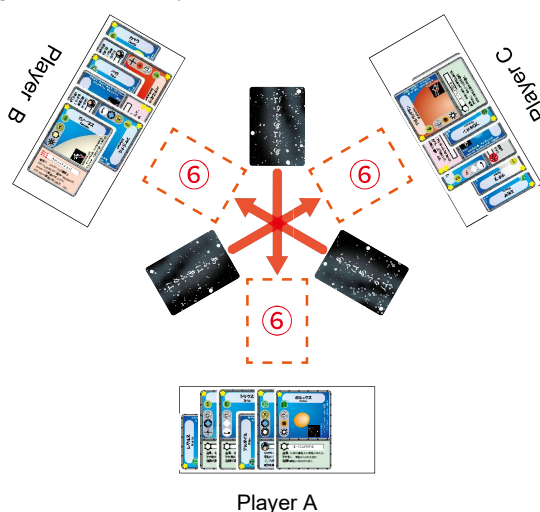
two attributes, forming a *Hosiahi*. Both cards are placed

**vertically** in their respective Home Areas, each player earning

**1 point**. ⑤

Since no cards remain in the Field, Round 2 ends.

(Figure 2-1: Tanabata)



### Example 2-1

Now it is **Round 7 — Tanabata**.

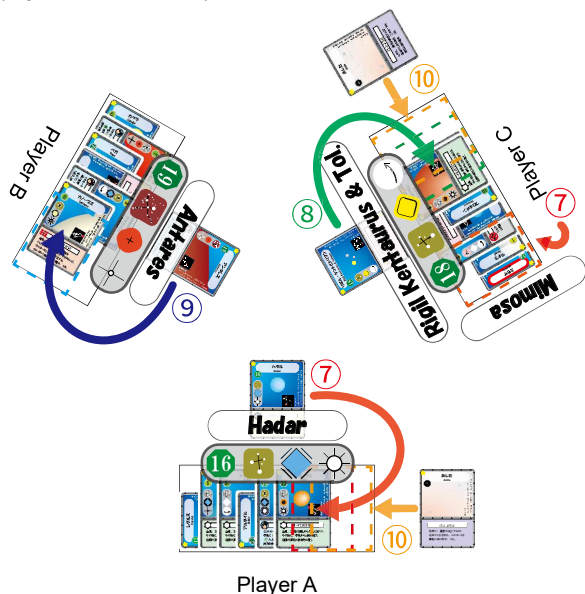
Each player takes the **Frozen Card** in front of them and plays it

to the Field. ⑥

The Field now contains **Hadar**, **Antares**, and **Rigel Kentaurus**

& **Toliman**. (Figure 2-2: Tanabata)

(Figure 2-2: Tanabata)



### Example 2-2

The card with the smallest number, **Hadar**, acts first. Hadar's effect, *Yukimeguritemo*, is resolved. Player **C** has **Mimosa** placed horizontally in their Home Area, allowing Hadar and Mimosa to form a *Hosiahi*. Hadar is placed vertically in A's Home Area, and Mimosa is rotated from horizontal to vertical. ⑦ Hadar's turn ends.

Next is **Rigil Kentaurus & Toliman**.

Its effect, *Omohi Hanarenu*, is triggered.

Since a *Hosiahi* between Mimosa and Hadar has already occurred this round, the condition is fulfilled. Rigil Kentaurus & Toliman is placed **upside-down vertically** in the player's Home Area, showing **2 points**, and the turn ends. ⑧

Finally, it would be **Antares's** turn.

However, Since players have no cards left in hand, the effect *Kokoromote* has no valid target and is skipped. Antares cannot form a *Hosiahi* and is placed **horizontally** in the Home Area, scoring **0 points**. ⑨

At the end of this Tanabata round, Players **A** and **C**, who each formed a *Hosiahi*, turn **their Asita Cards** face up and place them vertically in their Home Areas, each gaining **1 bonus point**. ⑩

The series concludes with the following scores:

**A:** 6 points, **B:** 4 points, **C:** 8 points

**Player C** wins the series and turns their **Yono Tigiri Card** face up, advancing to the next series.

## Afterword

Thank you sincerely for choosing to play *Ahuha Ahukaha*.

This game was born from the many forms of encounters that almost cannot be—the fated yet fleeting meetings in classical literature, the wistful reunion of Orihime and Hikoboshi in the Tanabata legend, and the long, silent voyage of distant stars through the universe.

Even in a world where not everything goes as we wish, a game allows us to laugh about our failures and missed connections once the nights end. May you fully enjoy even the post-game reflections, where meaning often blooms brightest.

My deepest thanks go to everyone who supported and encouraged this work.

— July 2025

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