

Gameplay terms

This document is intended to list the various Anglo-Saxon (Old English) gameplay terms associated with **Mærstánas**. Definitions are sourced from [Bosworth Toller's Anglo-Saxon Dictionary online](#).

heorr (*pl. heorras*)

“hinge”, refers to the connection a stone has with an adjacent stone or with the edge of the board

fræcenes

“danger, peril”, the state of having four hinges; stones may not be played where they would be in this state or would cause any adjacent stones to be in this state

freóndlic heorr (*pl. freóndlic heorras*)

“friendly hinge”, these are used in calculating each player's score

ildan

To delay, tarry, defer, put off, postpone, procrastinate, delay the notice of anything, connive at, dissimulate

mærstán (*pl. mærstánas*)

“boundary stone”, the game derives its name from this term because of the adjacent nature in which stones are scored

ós

“god” or “mouth” rune, usually associated with Odin/Woden

stán (*pl. stánas*)

“stone”, the game is literally played with stones of different colors

tæfl

“board”, used for playing Mærstánas similar to the one used in the game of Hnefetafl

Þorn

“thorn” or “Thor” rune, associated with brute force

Þunor-stán

“thunder-stone”, so named because of its devastating power when placed next to adjacent stones

Wóden-stán

“Woden-stone”, so named because of the stone's ability to reveal the true nature of an opponent's stone, much like Woden's disguise of the wanderer hid his godly identity