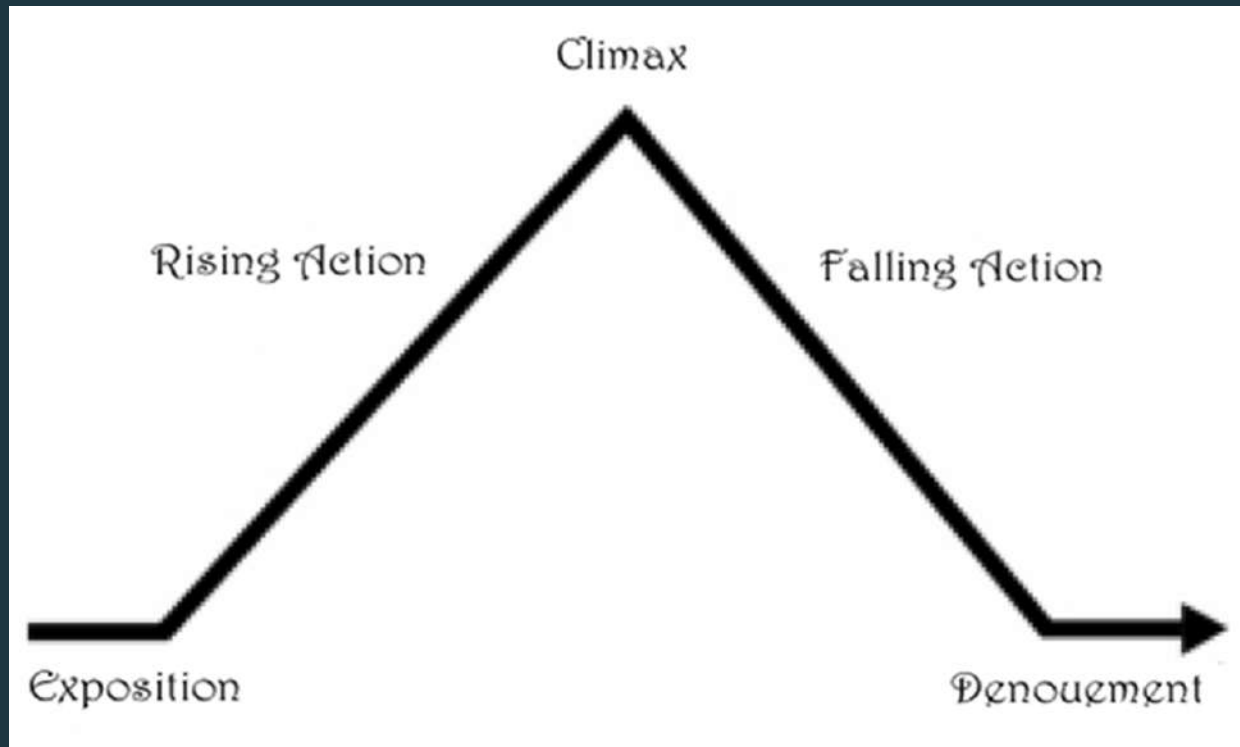


**“THE MOST DANGEROUS
GAME” BY RICHARD
CONNELL**

“The Most Dangerous Game” on the Plot Diagram

Rainsford reveals himself in Zaroff's bedroom.

- Rainsford escapes from Zaroff.
- Zaroff hunts Rainsford.
- Rainsford arrives on Ship-Trap Island.



Rainsford and Zaroff face off.

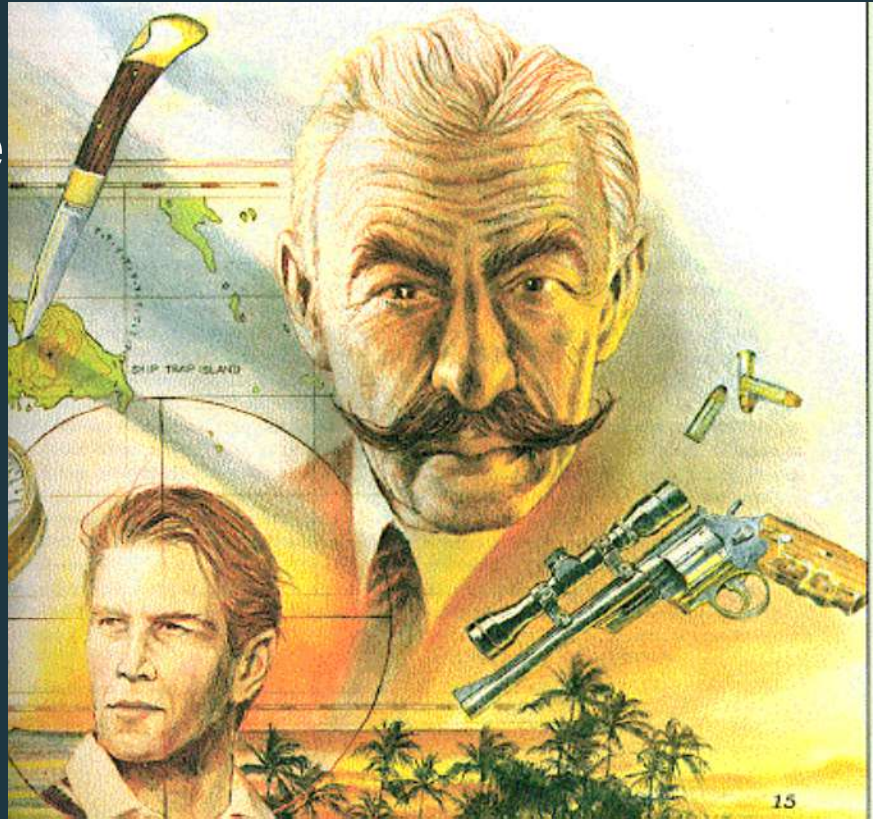
Setting: Ship-Trap Island
Protagonist: Rainsford
Antagonist: Zaroff

Rainsford wins the game and kills Zaroff.

“The Most Dangerous Game” Conflict

● Man vs. Man

- The struggle of the story is between two men: Rainsford and Zaroff.



Characterization

- ◎ Characterization: the process by which the writer reveals the personality of a character.
 - Direct characterization: an author overtly reveals a character's personality.
 - Indirect characterization: textual clues show a character's motivation and intent.
- ◎ Connell uses indirect characterization to characterize Rainsford and Zaroff.

Indirect Characterization— Rainsford

- ◎ Rainsford is indirectly characterized as an excellent hunter with the following details:
 - He wrote a book about hunting.
 - He recognizes the cartridge from the gun.
 - He sets traps for Zaroff.
 - He is the only one to survive Zaroff's game.

Indirect Characterization— Rainsford

- ◎ Connell indirectly characterizes Rainsford as someone who doesn't view hunting animals as murder with the following details:
 - He says animals don't understand fear.
 - He says that Zaroff is a murderer because he hunts people.

Indirect Characterization—Zaroff

◎ Connell indirectly characterizes Zaroff as an excellent hunter with the following details:

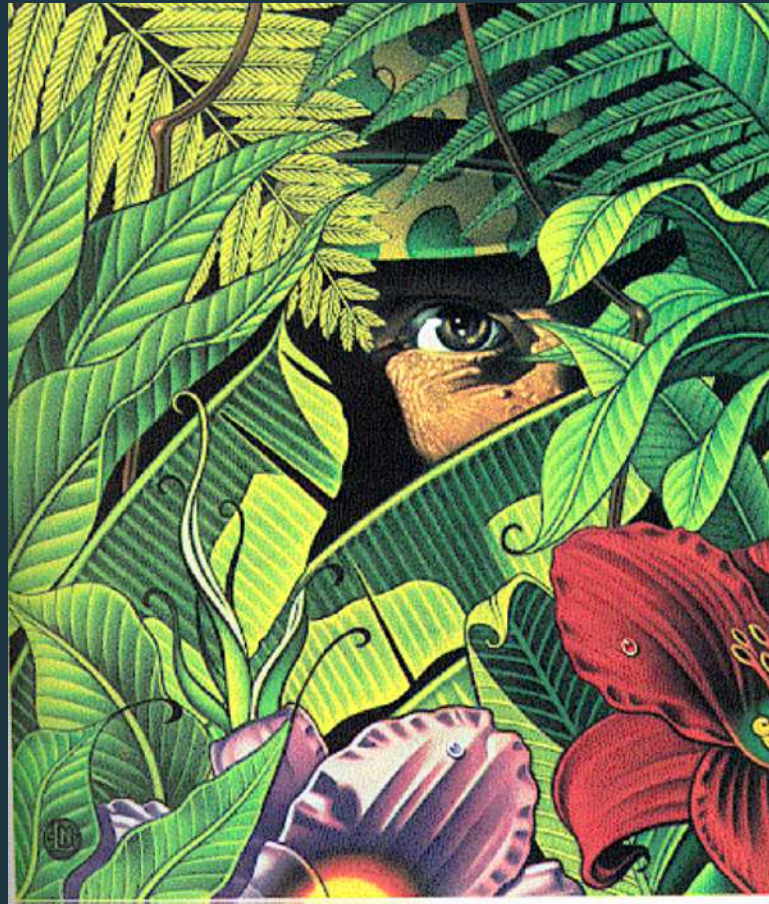
- No one has survived his game.
- Hunting animals no longer challenges him.
- He reads books about hunting.

Indirect Characterization—Zaroff

- ◎ Connell indirectly characterizes Zaroff as evil or animalistic with the following details:
 - He has thick black eyebrows and a pointed black moustache.
 - He has dead, black eyes.
 - He has a curious, red-lipped smile.

Mood

- Mood: the atmosphere of a literary work intended to evoke a certain emotion or feeling from the reader.
- The mood of “The Most Dangerous Game” is suspenseful.
 - The name of the island is Ship-Trap Island, a place that sailors dread.
 - Multiple references to darkness.
 - The chase moves fast.



Point of view

- ◎ Point of view: the perspective, or outlook, from which a writer tells a story.
- ◎ “The Most Dangerous Game” is told from a third person limited point of view.
 - Third person limited: centers on one character (Rainsford) and observes what he sees, hears, feels, or does.

Tone

- Tone: the attitude a writer takes toward the reader, a subject, or character.
- Connell's tone is straightforward and non-judgmental.
 - He doesn't show preference toward Rainsford or Zaroff.
 - He doesn't judge Zaroff or Rainsford.
 - He doesn't offer comments or opinions on the story's events.

Foreshadowing

- Foreshadowing: hints or clues of events that have yet to occur.
- Clues in the story:
 - Discussion of hunting on the yacht
 - Ship-Trap Island
 - Finding the bullet
 - Big animal is unknown



Irony

- ◎ Irony: a contrast in expectations and reality.
- ◎ Verbal Irony: saying one thing but meaning another.
 - Example: “We do our best to preserve civilization here.”
 - Ironic because they are killing people for sport
- ◎ Situational Irony: an event occurs that contradicts the expectations of the reader.
- ◎ Dramatic Irony: the audience or the reader knows something that a character does not.

Imagery

- Imagery: language that appeals to the five senses: sight, smell, sound, taste, and touch.
- Imagery of darkness appears throughout “The Most Dangerous Game.”
 - Example: “The darkness pressed on his eyelids like a wet blanket.”
 - This statement appeals to the sense of touch and is a simile.

Allusion

- Allusion: a reference in a work of literature to a well-known character, place, or situation from literature, music, mythology, film, religion (especially the Bible), art, or history.
- Connell uses an allusion when you meet Zaroff: “Then he sat down, took a drink of brandy from a silver flask, lit a cigarette, and hummed a bit from *Madame Butterfly*.”
- *Madame Butterfly* is a famous opera.

Hyperbole

- Hyperbole: an extreme exaggeration.
- Example: Whitney suggests that “even cannibals wouldn’t live in such a God-forsaken place” when talking about Ship-Trap Island.
- Example: Whitney says that Captain Nielsen would “go up to the devil himself and ask him for a light.”

Theme

- Theme is the central idea of a piece of literature.
- A possible theme of “The Most Dangerous Game” is in order to fully understand others, we must first walk in their shoes.
- Rainsford couldn’t understand the animals he hunted until he was in their shoes.