

# **"The Most Dangerous Game"**

## **by Richard Connell**

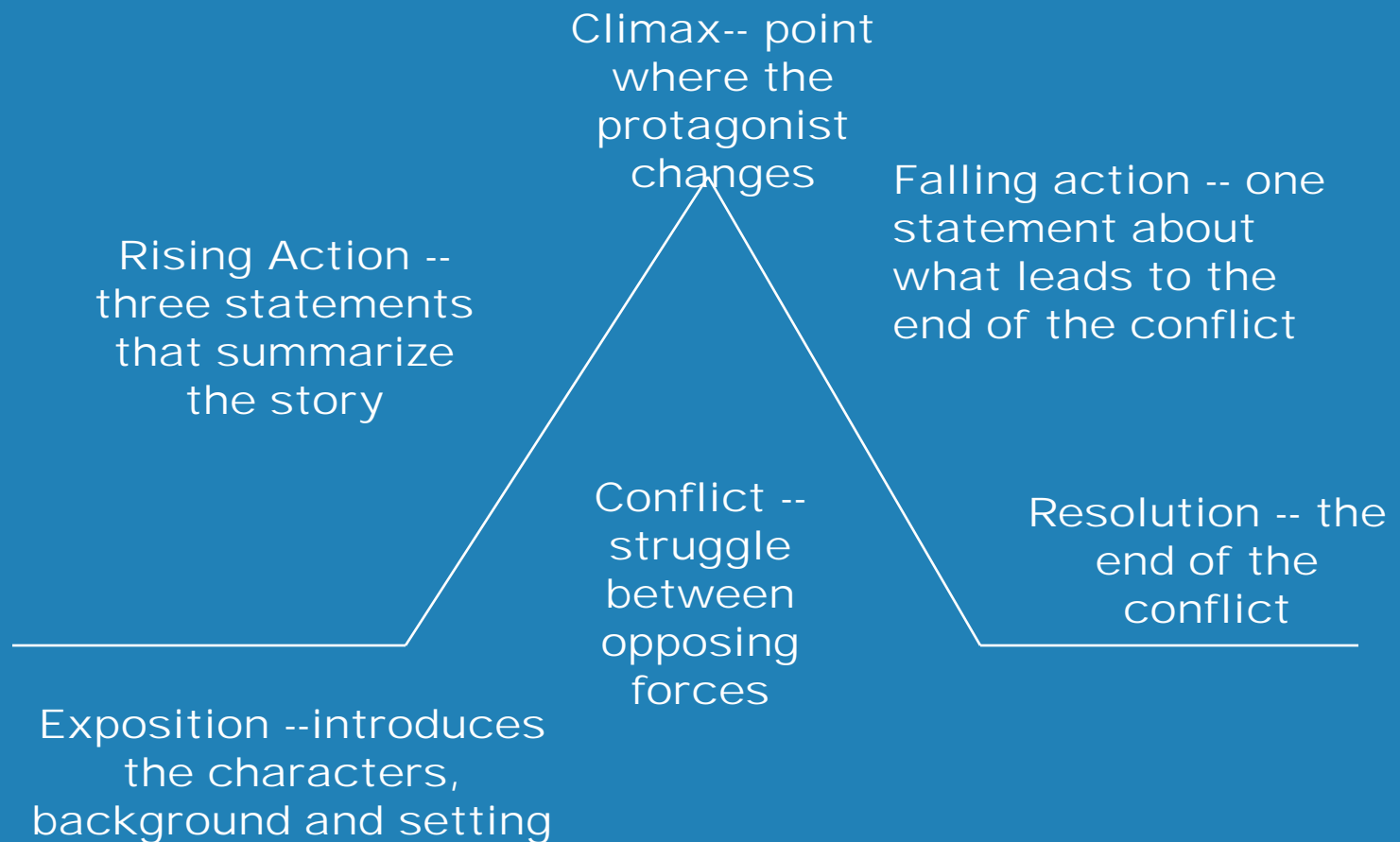


**Mrs. Kim Romero**

**English I**

**Jack Britt High School**

# Format for the Plot Diagram



# Plot Diagram

- Rainsford jumps over the cliff to escape from Zaroff

- Rainsford is hunted by Zaroff

- Rainsford swims to Ship-Trap Island after falling off the yacht

Rainsford hides in Zaroff's room

Rainsford and Zaroff fight

Rainsford kills Zaroff

Conflicts

- Man Vs. Man

- Man Vs. Nature

- Man Vs. Self

Setting: Ship-Trap Island

Protagonist -- Rainsford

Antagonist -- Zaroff



# Character Analysis of Rainsford

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## Characterization



# Connell uses Indirect Characterization to develop Rainsford

Rainsford is an excellent hunter

- ∞ Rainsford has written a book about hunting.
- ∞ Rainsford recognizes the cartridge that he picks up as that of a twenty-two caliber gun.
- ∞ Rainsford sets traps for Zaroff.
- ∞ Rainsford is the only person to survive the game with Zaroff.



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Rainsford doesn't view  
hunting animals as murder.

- He says animals don't understand fear.
- He says that Zaroff is a murderer because he hunts people.



# Connell uses indirect characterization to develop Zaroff

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## Zaroff is an excellent hunter

- ∞ No one has survived his game so far.
- ∞ He is no longer challenged by hunting animals.
- ∞ He has read lots of books about hunting.



## Zaroff is sophisticated and refined.

- He has read books about hunting that were written in English, French and Russian.
- He hums a tune from an opera.
- He lives in a well decorated Chateau (oaken panels, high ceiling, vast refectory table).
- He serves a sophisticated, refined meal to Rainsford.





# Connell uses direct characterization to develop Zaroff

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Zaroff is either evil or  
animalistic

- ∩ thick black eyebrows and pointed black moustache
- ∩ black, bright eyes
- ∩ dead black eyes (pg. 23)
- ∩ curious, red-lipped smile (18)



Rainsford is motivated by the  
desire to stay alive

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⌚ If Zaroff catches him he will be  
killed.



# Zaroff is motivated by the desire to be challenged in the hunt

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- ⌚ Animals had ceased to challenge him.
- ⌚ Rainsford had presented the best challenge yet.



# Rainsford is a dynamic character

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- ⌚ At the beginning he believes that animals don't feel any fear.
- ⌚ Once he is hunted and feels fear he says he knows how animals feel.
- ⌚ When he confronts Zaroff at the end Rainsford tells Zaroff that he is still a beast at bay -- he has adopted an animal mentality.



# Universal Theme

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∞ In order to fully understand others, we must first walk in their shoes.



# The mood is suspenseful

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- ∩ Name of the island -- Ship-Trap
- ∩ all the references to darkness
- ∩ the chase



# Connell's tone is straightforward and non-judgmental

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- ∩Connell doesn't show bias toward Rainsford or Zaroff.
- ∩He doesn't judge Zaroff's game or Rainsford's opinion of hunted animals.
- ∩He doesn't comment on the events of the story.
- ∩He chooses a third person limited point of view and remains within that context.



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# Textual Analysis

## Terms and Definitions





# Foreshadow

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Give hints about future events



# Imagery

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Details that appeal to the five senses



# Motif

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- ∞ Pattern of images or symbols
- ∞ In this story darkness and the color red is the motif



# Allusion

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Reference to a famous work of art,  
literature, music, etc.



# Hyperbole

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Extreme exaggeration for effect