

# **“The Most Dangerous Game” by Richard Connell**



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**English 9**

**Briar Woods 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

# Literal

- ❧ **In which sea has Connell set Ship-Trap Island?**
- ❧ **How is Zaroff able to finance his lifestyle?**
- ❧ **If Rainsford wins the hunt, what does Zaroff promise him?**
- ❧ **What happened to Lazarus?**
- ❧ **Where does Rainsford spend the first night of his hunt?**
- ❧ **How many acres did Zaroff's father have in the Crimea?**
- ❧ **Why does Zaroff suggest Rainsford wear moccasins?**

# Inferential

- ⌚ **What caused Rainsford to believe Zaroff knew he was hiding in the tree?**
- ⌚ **How does Zaroff stock his island with 'game'?**
- ⌚ **What happened to General Zaroff at the end of the story?**
- ⌚ **In spite of being hurt, Zaroff congratulates Rainsford on his 'Malay mancatcher', why?**
- ⌚ **How do we know that Rainsford is an exceptionally fit man?**



# **Character Analysis of Rainsford**

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## **Characterization**



# Rainsford

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Ω **Go through your text and write a description of Rainsford. Use your post-its to mark where the passages are found.**



# **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**

## **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.**



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## **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**

## **Zaroff is either evil or animalistic**

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



**Rainsford is motivated by the  
desire to stay alive**

**Ω If Zaroff catches him he will be  
killed.**



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

∞ **Animals had ceased to challenge  
him.**

∞ **Rainsford had presented the best  
challenge yet.**



# **Rainsford is what type of character?**

## **Dynamic character**

- ∞ 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

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



# **Connell's tone is straightforward and non- judgmental**

**Ω Connell doesn't show bias toward Rainsford or Zaroff.**

**Ω He doesn't judge Zaroff's game or Rainsford's opinion of hunted animals.**

**Ω He doesn't comment on the events of the story.**

**Ω He chooses a third person limited point of view and remains within that context.**



# **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 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**