

“The Most Dangerous Game”
Krieger

Name _____

Vocabulary – Define each word; include the part of speech.

1. palpable

2. indolently

3. bizarre

4. naive

5. scruples

6. blandly

7. grotesque

8. futile

What are the plot elements of Richard Connell's "The Most Dangerous Game"?

1. Exposition

2. Inciting Incident

3. Rising Action

4. Climax

5. Falling Action

6. Resolution

Questions

Use specific details from the text to answer each of the following questions.

1. Consider the title. What are possible meanings?
2. How does Connell create suspense in the first few paragraphs?
3. What is it that is palpable? (I am not looking for the definition).
4. What does Rainsford and Whitney's conversation reveal about Rainsford's character?
5. As Rainsford struggles to reach shore, what makes him think that humans are nearby?
6. What evidence is there that Zaroff knows Rainsford?

7. Zaroff specifically mentions that he and Ivan are Cossacks. Why might this detail be important?

8. What specific trait creates the ideal quarry for Zaroff?

9. What is it about Rainsford's comments that angers Zaroff? What is Rainsford questioning?

10. How does Rainsford's attitude toward hunting compare to Zaroff's?

11. How can Zaroff's hunt be compared to a game? Is the game fair?

12. What choice does Zaroff present Rainsford?

20. How does Rainsford change throughout the story?

21. Do you think Rainsford will continue to hunt? Why?