

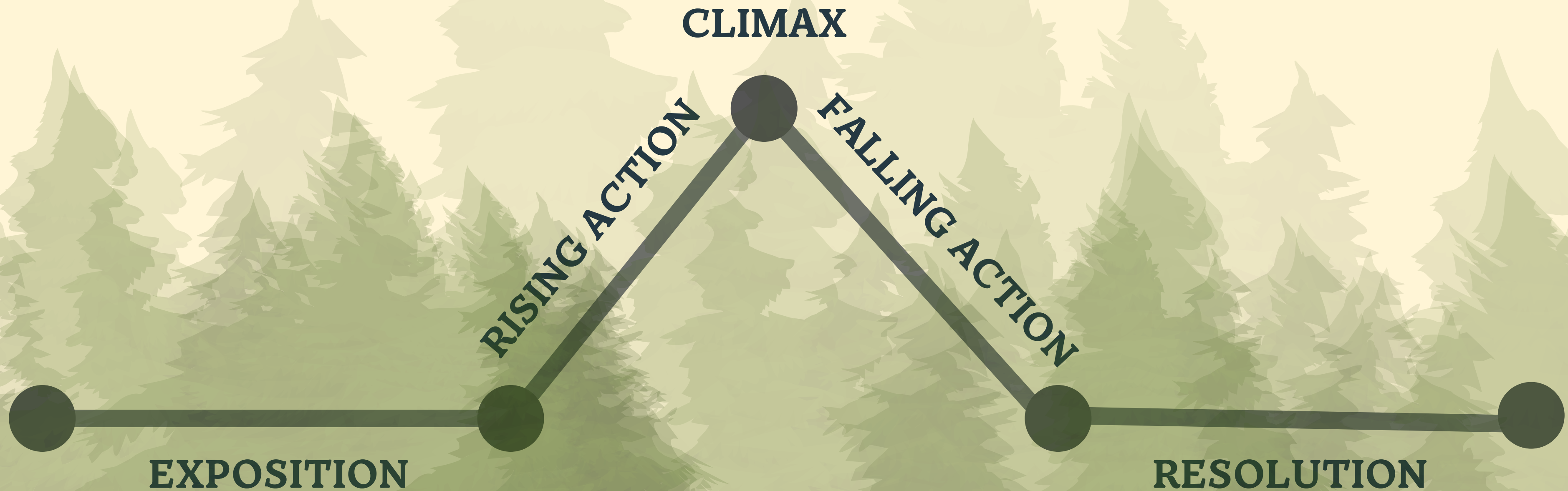
THE MOST DANGEROUS GAME

BY RICHARD CONNELL

Presented by: Gianna Carrera and Annabelle Ingelman



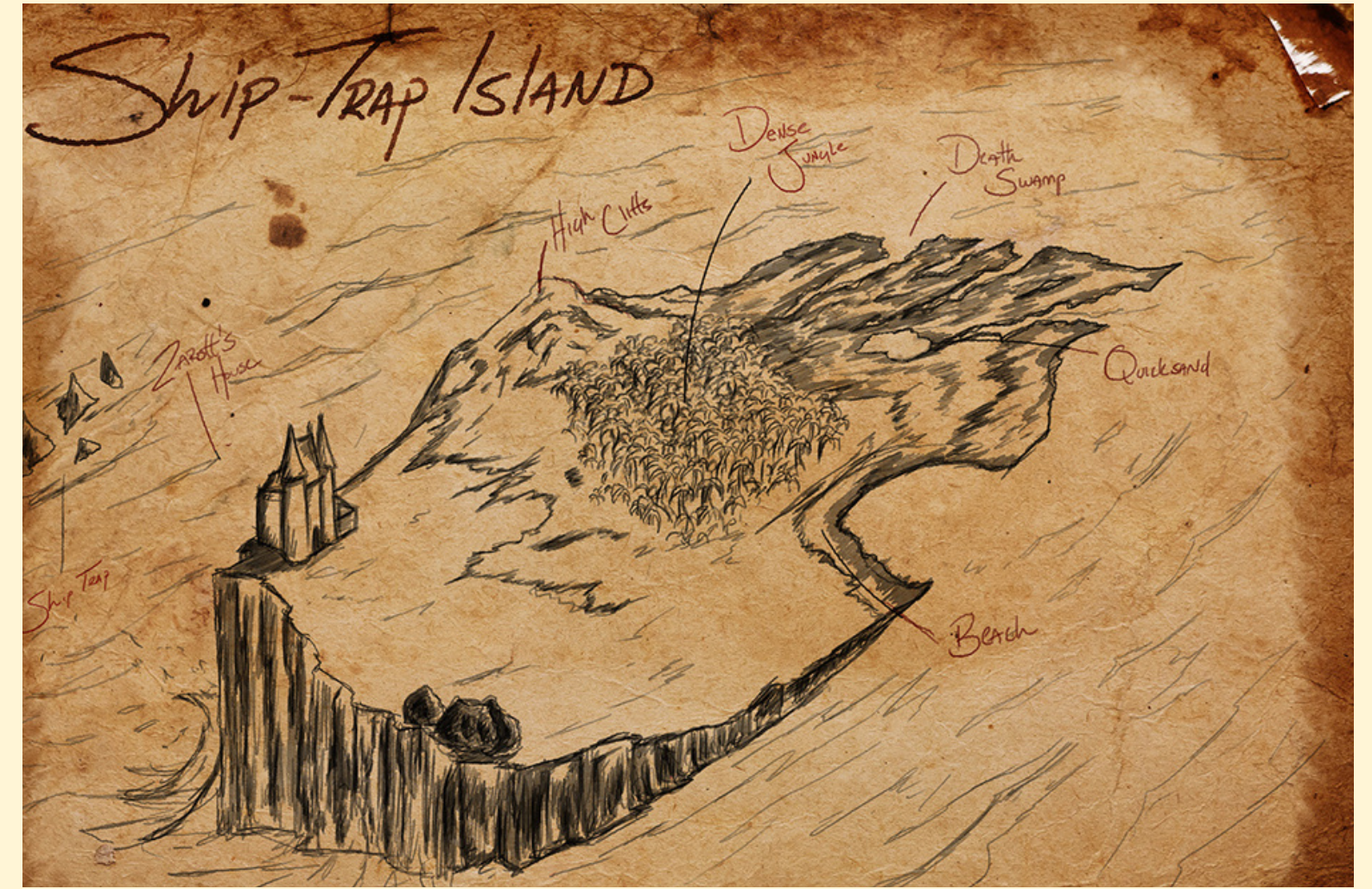
PLOT





INTRODUCTION

Rainsford is a hunter sailing past Ship-Trap Island at night, sometime in the early 1900's. The mood is ominous, then alarming as he hears gunshots. He leans over the edge of the yacht to investigate but falls off. He swims towards the sound that leads to the island, the main setting. The emotional setting is Rainsford's struggles to survive and help others.



INITIATING INCIDENT

Rainsford meets Ivan, servant to General Zaroff, an aristocrat living on Ship-Trap Island. Rainsford is taken inside, where the General is very hospitable at first. Later, however, he tells Rainsford of the "game" he created on the island: capturing and then hunting men for his own enjoyment and control.



RIISING ACTION

Rainsford is forced to be a part of the General's violent game, where he must survive for three days to win the hunt. He is smart and creates many diversions to try and distract the General, but is not successful. By the end, he has injured Zaroff and killed Ivan, but the General survives.



CLIMAX

Eventually, Rainsford is cornered against a cliff with the General and his hounds trapping him. He makes the decision to jump into the ocean. The General thinks he is dead, and goes back home for a relaxing evening to himself.



FALLING ACTION

Rainsford survives and swims back to the island, hiding in Zaroff's Room. The General is shocked to see him, saying Rainsford has won, but he challenges Zaroff to a fight. Zaroff dies and is supposedly eaten by his hounds.



RESOLUTION

Rainsford gets to sleep in General Zaroff's bed, after successfully defeating him. Though he did kill one man, this in turn saved the lives of many others. He outsmarted the General and made sure his 'game' would never be played again.

CHARACTERS



RAINSFORD

DYNAMIC & PROTAGONIST

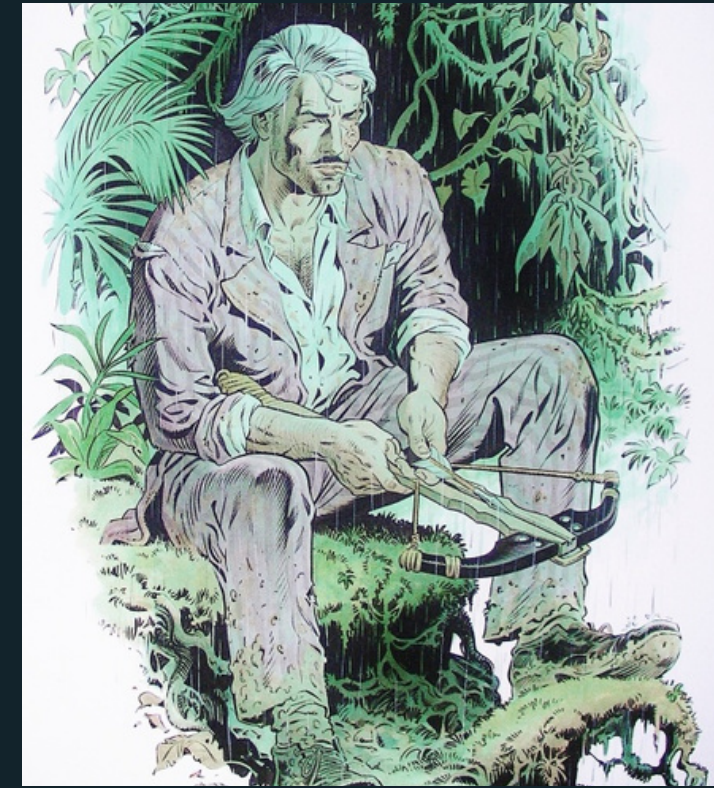


"The world is made up of two classes- the hunters and the huntees. Luckily, you and I are hunters" (Connell 1).
"... I am a hunter, not a murderer" (Connell 8).

- Realistic, versatile, and a skilled hunter
- Survived fighting during World War I
- Published a hunting book about snow leopards in Tibet
- No empathy towards the emotions of the animals he hunts
- His experiences in the island made him questioned and changed his past beliefs on hunting

ZAROFF

STATIC & ANTAGONIST



"I live for danger, Mr. Rainsford" (Connell 6). "I have but one passion in my life... and it is to hunt" (Connell 5).

- Systematic, narcissist, and an extremely passionate hunter
- A Russian Cossack who fought as a mercenary soldier
- His obsession towards hunting led him to become a murderer to satisfy his adrenaline and boredom.
 - A man past his middle age, "...face of a man used to giving orders, the face of an aristocrat" (Connell 4).
- He brought his old beliefs in his grave (beliefs/attitude never changed)

WHITNEY

FLAT CHARACTER

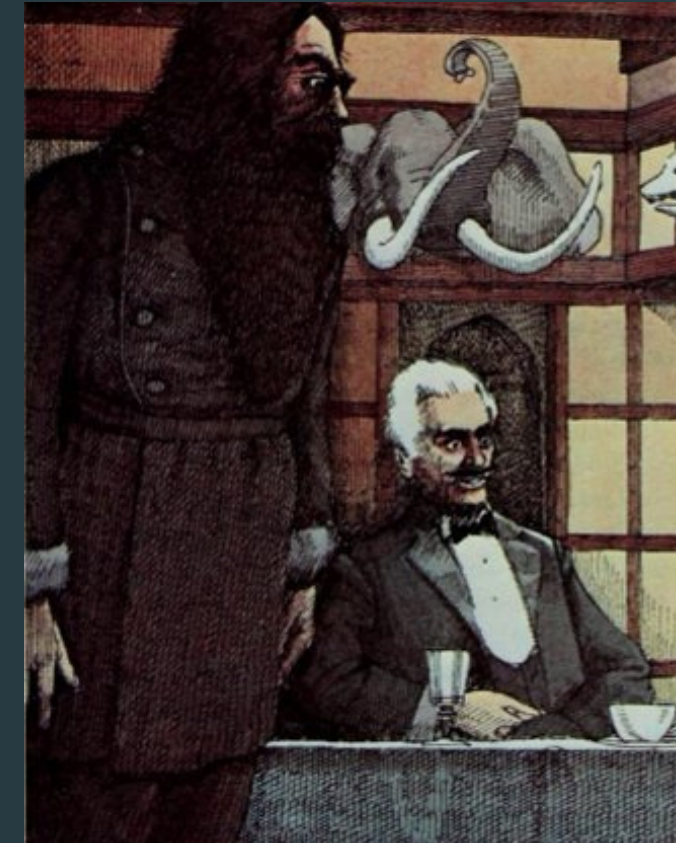


"...I rather think they understand one thing - fear. The fear of pain and the fear of death" (Connell 1).

- The hunting partner of Rainsford who felt sympathetic towards their prey
- The contrast to Rainsford's stance behind the morals of hunting
- Her beliefs did not change throughout the story and was not given enough personality traits

IVAN

FLAT CHARACTER



"'Ivan is an incredibly strong fellow.' remarked the general, 'but he has the misfortune to be deaf and dumb'" (Connell 4).

- A mute Russian Cossack who is the assistant of Zaroff
- "...largest man Rainsford had ever seen - a gigantic creature, solidly made and black bearded to the waist" (Connell 4).
- Assists on manhunting and protecting Zaroff
- Victims were given a choice of being hunted or be brutally tortured and murdered by Ivan
- Died as the result of Rainsford's traps
- Beliefs and attitude did not change throughout the entirety of the story

CONFLICT - MAN VS MAN



The main conflict was Man vs. Man, or General Zaroff against Rainsford. This was shown by them first disagreeing with their morals: "Great Guns, General Zaroff, what you speak of is murder" (Connell 9). Afterwards, they had a duel against each other in the hunt: "your strength and stamina against mine. Outdoor chess" (Connell 12). By the end, Rainsford was fighting for his life against a man that is seemingly more animal than human.

CONFLICT

MAN VS SELF

Throughout the story, specifically when surviving for three days on the island, Rainsford fights against himself. He was forced to survive on his own when he did not want to participate with the General: "You'll find this game worth playing" (Connell 12). Rainsford battled his own thoughts and nerves when he constructed several traps and distractions to survive.



MAN VS ENVIRONMENT

When Rainsford falls out of the boat "...the wash from the speeding yacht slapped him in the face and the salt water in his open mouth made him gag and strangle" (Connell 3). This is an example of man vs environment because he is fighting for his life against nature. He fights against his environment again when he "...fought his way through the bush for two hours" (Connell 13).

SYMBOLS



Whitney mentioned how Ship-Trap Island had a bad reputation based on the sailor's lore and superstitions.

"Even cannibals wouldn't live in such a God-forsaken place. But it's gotten into sailor lore... Didn't you notice that the crew's nerves seemed a bit jumpy today?" (Connell 1).

The Ship-Trap Island displays fear, warning, and resembles a society ruled by Zaroff due to his total control over the place. An island where life was valued less and have no sense of morality.



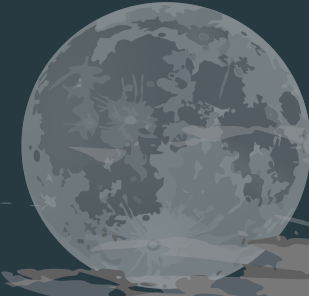
"His eyes made out the shadowy outlines of a palatial chateau" (Connell 3). Rainsford thought, "Mirage" (Connell 4).

Despite of the mansion giving an illusion of civilization and safety against the wilderness outside, this had become a walking trap to sailors.

Zaroff and Ivan were doing horrendous acts to the sailors they captured (e.g. torture, murder, imprisonment).

It also embodies Zaroff's success and passion to hunting considering that his house is located in an island open to both humans and animals.

SYMBOLS



The **red** imagery has become a prominent color that's brought up in the story which signifies danger and warning of the impending danger lurking within the island.

When Rainsford fell over the boat, he felt the "...blood-warm waters of the Caribbean Sea dosed over his head" (Connell 2). This signifies a warning where his life was instantly in jeopardy

When Rainsford saw "...patch of weeds was stained crimson" (Connell 3). It symbolizes the death that occurred on the island that he assumes to be from an animal. However, it's most likely coming from Zaroff's victims

"...his smile showed red lips and pointed teeth" (Connell 4).
"...he was smiling his curious red-lipped smile" (Connell 5).

"...the dark tropical night was palpable as it pressed its thick warm blackness upon the yacht" (Connell 1).

darkness conveys evil, death, and the unknown that the island represents. As Rainsford blindly roam the mysterious island, a high screaming sound "...came out of the darkness" (Connell 3).

The symbol of the nighttime's darkness intensifies when Rainsford felt "...a sort of sudden dread" (Connell 2).

Captain Nielsen's sense of danger was making Rainsford paranoid as he imagines what was lurking in the darkness, hence why his curiosity got him falling off the yacht.

VERBAL/DRAMATIC IRONY

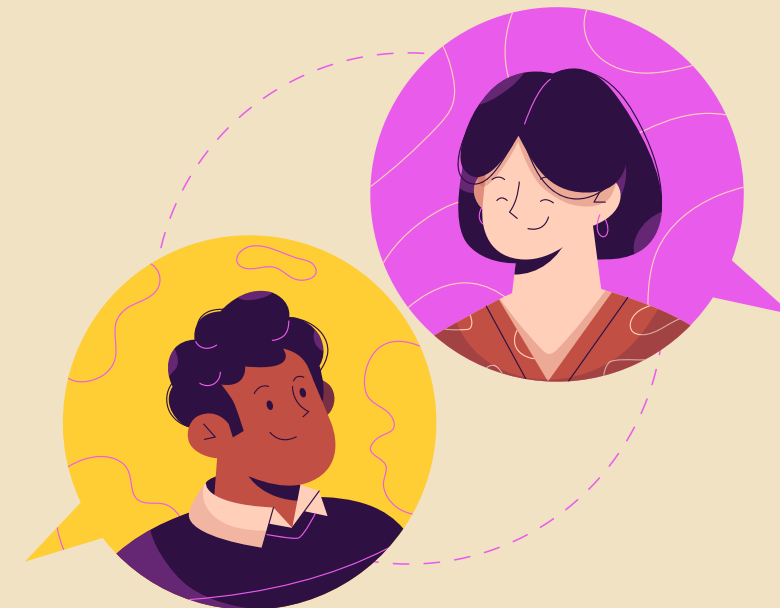


Verbal:

- “We’ll visit my training school... It’s in the cellar. I have about a dozen pupils down there now,” (Connell 10). This doesn't refer to pupils but captives, meaning the so-called school is a prison.

Dramatic:

- The audience can guess using foreshadowing that General Zaroff was going to hunt Rainsford. At this point in the story, Rainsford is not aware. “I’ve got one rather promising prospect” (Connell 11).
- “I have electricity, we try to be civilized here.” (Connell 10). Hunting humans in his island is the opposite of civilized
- Rainsford had an interest in killing animals but soon realized how the animals have felt when looking at a hunter's gun in the end.





SITUATIONAL IRONY

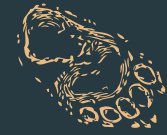


"The world is made up of two classes: the hunters, and the huntees. Luckily, you and I are hunters" (Connell 1). This is an example of situational irony because Rainsford stated there are two hunting classes: the hunters and the hunted. What Rainsford doesn't know is that he's about to turn into the hunted instead of the hunter.

He executed a series of intricate loops; he doubled on his trail again and again, recalling all the lore of the fox hunt, and all the dodges of the fox" (Connell 13). At this part of the story, Rainsford had just started running away from General Zaroff, and feels like the prey being hunted

At the beginning of the story, Rainsford was talking to Whitney, and he said, "Who cares how a jaguar feels?" (Connell 1). Rainsford ended up in the Jaguar's position because he was being hunted.

FORESHADOWING



When Rainsford wonders what is on Ship-Trap Island, he learns that "the place has a reputation--a bad one" (Connell 1). This is foreshadowing to the fact that something bad might happen involving the island.



General Zaroff's presence towards Rainsford resembles a predator and prey interaction by indicating Zaroff's predatory nature as the author frequently hinted at his mouth and sharp teeth.

"...his smile showed red lips and pointed teeth" (Connell 4). "...he was smiling his curious red-lipped smile" (Connell 5).



The General's behaviour is a way of foreshadowing: "but there was one small trait of the general's that made Rainsford uncomfortable... he found the general studying him, appraising him narrowly" (Connell 5). This proves that something about Zaroff is suspicious, but Rainsford does not know what.



VIOLENCE & MURDER

The story is centered around hunting, when Connell refers to it as "the best sport in the world" (Connell 1). Though Rainsford believes hunting to be meaningless for the animals at first, he learns throughout the story how a prey might feel by being one of them. Zaroff does not care about the feelings of others, usually resorting to violence with Ivan's assistance. If someone does not want to participate in the hunt, the General will "turn him over to Ivan" (Connell 10) to be killed. He portrays violence as something that does not matter, but rather an experience he is passionate about and something that can easily be done to people.




AUTHORITY & POWER

General Zaroff grew bored with hunting animals, because it did not give him the power he wanted. This led to him "inventing" a game where he hunts men, which "gives [him] pleasure" (Connell 9). He has a background of someone who is accustomed to authority, and cannot live without it. Rainsford notices him as "a man used to giving orders, the face of an aristocrat" (Connell 5). General Zaroff wants control over as much as possible, causing him to be manipulative, selfish, and cunning. This authority that he feels he deserves causes him to act in ways that build himself up while destroying others. Though many men are killed for the purpose of Zaroff's entertainment, all he cares about is his own passion: "it supplies me with the most exciting hunting in the world" (Connell 8). Winning all the hunts brings him confidence and control. If he loses this passion, he might fear losing control of his life "I had no wish to go to pieces" (Connell 7).

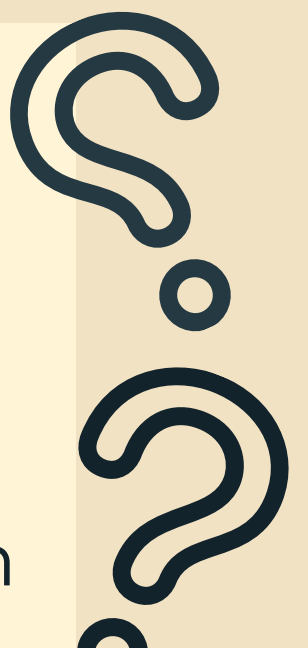


MORAL

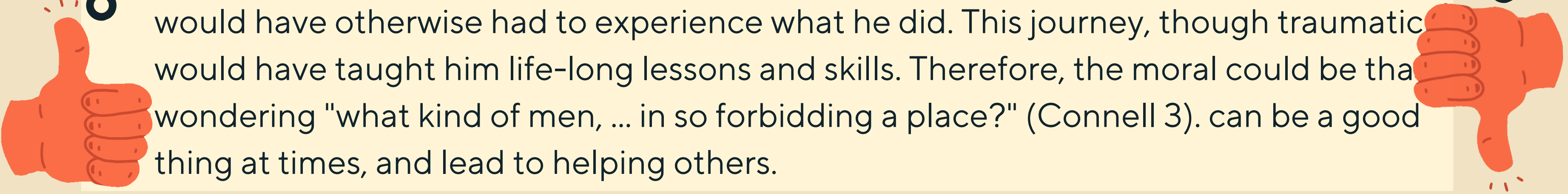
CAN CURIOSITY LEAD TO TRIUMPH?



When Rainsford hears the gunshot and is curious, he "sprang up and moved quickly to the rail, mystified" (Connell 2). This causes him to fall into the water and end up on this island, participating in General Zaroff's hunt. If he had chosen to let it be, this domino effect would not have occurred and he would have never been a part of the General's game. This proves that getting involved in other's business can lead right in the middle of it.



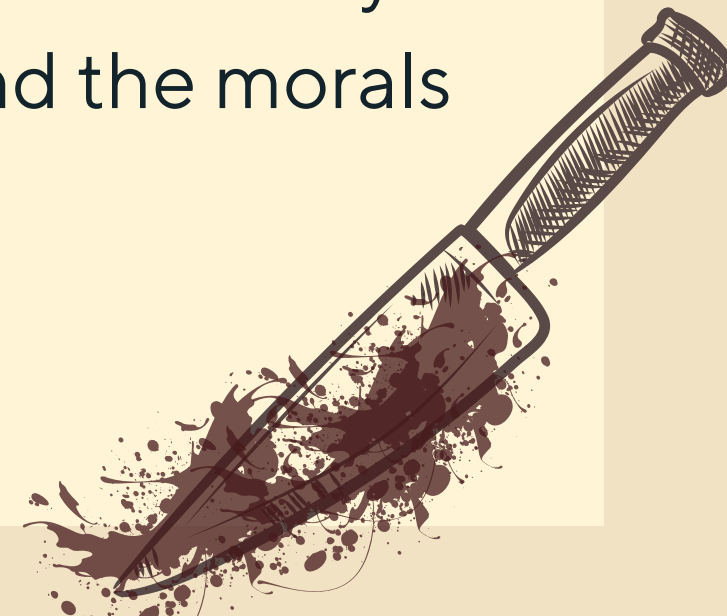
However, if he had not fallen off the ship and gone to this island, he would never have learned about the game and killed Zaroff. He saved the lives of many men who would have otherwise had to experience what he did. This journey, though traumatic would have taught him life-long lessons and skills. Therefore, the moral could be that wondering "what kind of men, ... in so forbidding a place?" (Connell 3). can be a good thing at times, and lead to helping others.



MORAL

WHEN IS KILLING WRONG?

Readers were open to this moral at the very beginning when Whitney and Rainsford were having a disagreement on how a jaguar (prey) would feel when they are being hunted. Whitney remarked, "...they understand one thing - fear. The fear of pain and the fear of death" (Connell 1). Rainsford opposed Whitney's opinion and stated, "The world is made up of two classes- the hunters and the huntees. Luckily, you and I are hunters" (Connell 1). Rainsford was bewildered when he realized what Zaroff's true intentions were. Rainsford claimed, "I'm a hunter, not a murderer" (Connell 8). Just like Whitney and Rainsford, every answer will differ based on an individual's beliefs behind the morals of hunting, but it is definite that Zaroff's actions were immoral.



CONCLUSION

All of the prose terms were effective in the story by bringing it to life and making the reader feel like they were in each scene. The characters, plot, imagery, and other terms were well-structured that built a strong foundation to the short story. These were crucial aspects in the story because without them, it would most likely be boring and development or growth.



The prose terms used in the story also connect and support one another. Specifically when the author made numerous hints that portrayed Zaroff as the predator hunting its prey. The author hinted by using imagery that focused mostly on Zaroff's mouth: "...his smile showed red lips and pointed teeth" (Connell 4). The color red was evident throughout the story that it became part of its symbol: "...he was smiling his curious red-lipped smile" (Connell 5). This quote involves both symbolism and imagery. Not only were symbolism and imagery noticeable in that quote, but it is also clear that it foreshadows Zaroff's ill intentions towards Rainsford. In short, imagery, symbol, and foreshadowing are an example of the prose terms' interactions.



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