

The Most Dangerous Game

Page 39-57

Answer these questions on a separate piece of paper. Write in complete sentences.

1. **Build Background** (pg. 38): What is hunting “big game”?
2. What is the setting?
3. What two characters are talking at the beginning of the story?
4. Where are the travelers headed?
5. Over what two things do they disagree?
6. According to Rainsford what is the world made up of?
7. Why were the crews’ nerves jumpy?
8. According to Whitney, what is tangible? How so?
9. After he is alone on the deck, what sound does Rainsford hear?
10. What happens to Rainsford as he is smoking his pipe?
11. In what direction does Rainsford swim?
12. Who does Rainsford say was his enemy? What type of conflict is this?

Name

Date

Hour

13. What type of cartridge does Rainsford find?
14. Who answers the door? Describe their characteristics.
15. How does the owner of the chateau know Rainsford?
16. Who is the owner of the chateau? Describe his characteristics.
17. How is the dining room decorated?
18. What's the one trait of the generals that makes Rainsford uncomfortable?
19. Why doesn't General Zaroff like hunting tigers?
20. Why does Zaroff have to bring his own quarry?
21. What is the "new" quarry that General Zaroff hunts?
22. What does Zaroff say about life?
23. Why is the island called, "Ship Trap"?
24. Why does Rainsford agree to participate in the hunt? Did he really have another option? What was the alternative?
25. What amenities does Zaroff give Rainsford before the hunt commences?
26. Rainsford is in a tree, with Zaroff underneath. What happens?
27. Why had the general smiled?

Name

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28. What is a Malay man—catcher? How does Rainsford use it? What is the result?

29. What is a Burumese tiger pit? How does it help Rainsford? What is the result?

30. What is the last hunting trick, learned in Uganda that Rainsford tries? Who is killed?

31. How might you think an animal at bay feels? How is this different from what Rainsford felt at the beginning of the story?

32. What does Rainsford do at the end of the hunt to get an advantage?

33. What two annoyances keep Zaroff from perfect enjoyment? What does this tell you about Zaroff?

34. What does it mean when Rainsford say, “I am still a beast at bay”?

35. Who wins the game? How does the reader know?

36. Is Rainsford a dynamic or static character? Round or flat? Explain.

37. Is Zaroff a dynamic or static character? Round or flat? Explain.

38. What do you think the lesson of the story might be? Explain.

Name

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Rising Action: What events, conflicts build suspense or increase complications in the story

[Empty box for Rising Action]

[Empty box for Rising Action]

[Empty box for Rising Action]

[Empty box for Rising Action]



Climax: Turning Point

[Empty box for Climax]

Falling Action: What events help wrap up the story?

[Empty box for Falling Action]

Protagonist vs. Antagonist
_____ vs. _____

Conflict:

Exposition:
Setting:
Characters:
Situation:

Theme: What is the lesson of the story? Give evidence to support your theme.
Theme: _____

Evidence: _____

Resolution: How does the story end?

[Empty box for Resolution]

