QUICK CARD: "THE MOST DANGEROUS GAME"



Reference	"The Most Dangerous Game." Richard Connell. (1924) ISBN-10: 1604500298 ISBN-13: 978-1604500295
Plot	Headed to Rio by yacht for a hunting trip, Rainsford maintains that humans are a class above animals in their thinking and feeling. However, this belief is soon put to the test when he falls off of the yacht and is forced to swim for the infamous "Ship Trap" island. Soon after making it to shore, he discovers a surprisingly sophisticated chateau buried in the heart of the jungle. There he meets General Zaroff, a fellow hunting enthusiast who boasts of hunting the most dangerous game there is. After treating Rainsford to rest and a nice dinner, Zaroff invites Rainsford to accompany him on a hunt. But wait, Zaroff means that he's going to hunt Rainsford. His dangerous game are humans. Zaroff longs to hunt an intelligent animal that will bring him a challenge. Rainsford is forced to participate, and after evading Zaroff for a few days through tricks and traps on the part of both men, he finally makes his escape by jumping into the sea. Rainsford then shows up in Zaroff's bedroom that night and feeds the general to his own dogs in a fit of animalistic fury. After this Rainsford claims he spent the most comfortable night of his life.
Setting	 An island in the tropics somewhere on the way to Rio. A landscape that sharply contrasts the surrounding wild jungle with the elegant and "civilized" chateau. A point in time after the Great War.
Characters	 Rainsford: A hunting enthusiast who believes that man's dignity separates him from the beasts. Whitney: Rainsford's traveling companion, who suggests at the beginning that animals do actually feel fear when hunted. General Zaroff: A cultured and civilized man who bears himself with dignity. And also likes to hunt humans.
Conflict	Man vs. Himself OR Man vs. Nature: Will Rainsford hold on to his humanity? Man vs. Man: Will Rainsford win Zaroff's game?
Theme	Man's learning, culture, and civilization are just a façade that masks his inner animal nature, which will come out when pressed for survival.

Literary Devices	Foreshadowing Symbolism/ Imagery Naturalism/ Realism: a philosophy/ worldview stating that all things have natural causes. The supernatural (including man as the image of God) is denied power.
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