“The Most Dangerous Game” (55 Points Possible)

Questions—Answer each question on YOUR OWN paper. If the question has an (R) after the number, it means you should answer using RACE. Otherwise, a SHORT answer (1-4 words) is fine. RACE questions are worth TWO points each; others are worth ONE point each!!

1. Who is Rainsford’s friend that he is talking with at the beginning of the story?
2. To where is Rainsford’s yacht headed?
3. What is the name of the “evil” island that the sailors fear?
4. (R) How is Rainsford separated from the yacht?
5. After Rainsford lands on the island, he stumbles across an empty bullet cartridge. What type of cartridge was it?
6. Who is the first person to “greet” Rainsford at the door of the very large chateau?
7. What is Rainsford’s first name?
8. General Zaroff says he has read a book of Rainsford’s about hunting what kind of animal?
9. (R) Describe General Zaroff.
10. What does Rainsford think is the most dangerous of all big game?
11. Where was it that General Zaroff discovered that hunting was beginning to bore him?
12. What was Zaroff’s “new animal” and, according to him, “the most dangerous game”?
13. (R) Explain the “rules” of the game.
14. (R) How does Zaroff stock his island with “game”?
15. (R) If Rainsford wins the hunt, what does Zaroff promise him?
16. (R) Explain what would happen to a man who chose not to participate in Zaroff’s game.
17. (R) Why does Zaroff suggest that Rainsford wear moccasins?
18. (R) Why does the General smile and turn away from the tree where Rainsford is hiding?
19. (R) When Rainsford sets his first trap, what kind of success does he have?
20. Rainsford’s Burmese Tiger Pit claimed a victim. Who/What?
21. What target does Rainsford’s sapling trick hit?

22. Which two annoyances kept Zaroff from enjoying his dinner?

LITERARY TERMS

23. WHO is the protagonist in the story?

24. Is he a static or dynamic character?

25. WHO is the antagonist in the story?

26. Is he a static or dynamic character?

27. What characterization methods are used? (HOW do you find out about the characters?)

28. What is the setting of the story?

29. (R) Describe the mood of the story?

30. From what point of view is the story told?

31. What is the man vs. man (external conflict)?

32. What is the man vs. nature (external conflict)?

33. What is the man vs. himself (internal conflict)?

34. (R) Where is there foreshadowing in the early part of the story (of what’s to come)?

35. (R) Describe how the color red is symbolic in this story. Give examples from the text!

36. (R) Discuss theme in this short story.

37. Where is the climax of the story?

38. What is the resolution of the story?

39. -40. List TWO examples of figurative language (similes or metaphors) IN the text.

41.(R) Even though Rainsford “technically” wins the game, how does General Zaroff “win”? (HINT: Think about how Rainsford felt at first about the game!)