

## “The Most Dangerous Game” Study Guide

1. To hook our interest at once, most adventure stories plunge a hero into a dangerous situation. How does Rainsford end up on Ship-Trap Island, which is hardly a place one wants to be?
2. What are Rainsford’s first impressions of the repellent General Zaroff? What shocking discoveries does he make about his host’s passion for hunting?
3. According to Zaroff, what is the most dangerous game, and why does he think so?
4. During the three days that he is hunted, what strategies does Rainsford use to elude the crafty Zaroff? What happens to each of Rainsford’s attempts to win his **conflict** with Zaroff?
5. What happens to Zaroff at the end of the story?
6. What details right at the start of the story foreshadow danger? What details describing Zaroff’s unusual dental features and lips aroused your curiosity? (Why do they make Zaroff seem particularly sinister?)
7. Reread Rainsford’s discussion with Whitney at the start of the story, about the feelings of the hunted animals. How does this conversation foreshadow later developments in the **plot**? Do you think Rainsford finally changes his feelings about hunting?
8. Some plots are so fantastic or contrived that readers have to **suspend their disbelief**. This means that if we do not believe something in a story is possible, the writer hopes we’ll just ignore it. Did any details in this story demand that you suspend your disbelief?
9. If you were directing a movie of this story, what actors would you cast as Rainsford? Zaroff? Ivan? If you wanted to add a woman to your movie, who would it be and what role would you create for her?