



Adv. English 2

Recap & HW

11/9/2025

Class Recap: Plot Elements (Up to the Hunt)

Today, we mapped out the foundational elements of the plot in Richard Connell's "The Most Dangerous Game," focusing on how the pacing quickly escalates from an accidental shipwreck to a terrifying confrontation.

We are currently at the cusp of the Climax—right before General Zaroff officially begins the hunt.

Plot Element	Event in "The Most Dangerous Game"
Exposition	We are introduced to Rainsford and his hunting philosophy on the yacht. We learn the setting is a remote jungle island, "Ship-Trap Island."
Inciting Incident	Rainsford falls overboard and is separated from the yacht. He is forced to swim to the island.
Rising Action (Part 1)	Rainsford finds the chateau, meets the massive, deaf-mute Ivan, and is introduced to the distinguished General Zaroff.
Rising Action (Part 2)	Rainsford attends a lavish dinner and learns Zaroff's history and his current "sport"—hunting humans, the one creature capable of reason.
The Moment Before	Rainsford refuses to join the hunt and realizes Zaroff intends to make <i>him</i> the next quarry. Zaroff offers Rainsford a choice: be hunted, or be turned over to Ivan.

Pacing Analysis

The story uses pacing to build tension. The time between Rainsford's fall and his learning of Zaroff's game is very short, using fast-paced dialogue and shocking revelations (like the disappearance of the sailors) to accelerate the rising action. This fast pace creates a feeling of inevitability and dread.

Homework Assignment

In a short answer, compare and contrast Sanger Rainsford and General Zaroff. Give specific textual examples to demonstrate both how they are similar and how they are different in their views, skills, and philosophies up to this point in the story.

Key Areas to Address:

1. Similarity: How are both men world-class hunters who view life through a similar, cold lens?
2. Difference (Philosophy): How does Rainsford's traditional view of the hunter/prey relationship clash with Zaroff's amoral, "civilized" barbarism?
3. Difference (Motivation): What motivates each man—is it skill, money, boredom, or survival?

Suggested Length: 100-200 words.