“The Most Dangerous Game” Notes

Title is a pun (“Game” means both a hunting AND the actual prey one hunts)

Opening scene:

Suspenseful/tense mood: Figurative language (darkness was “like moist black velvet” [simile], the tough old Swede, captain of the ship, who would approach the Devil, is scared of ship-trap island [hyperbole], the sea was eerily “as flat as a plate-glass” [simile], etc.), references to sailors’ superstition/supernatural elements, and setting (darkness, allusion to Bermuda triangle, “ship-trap island,”) create this mood.

Character Foils:

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| Rainsford (main character) | Whitney (supporting character) |
| Rational, unsympathetic, practical | Superstitious/gullible, sympathetic, empathetic, idealistic |

More on suspenseful mood when Rainsford encounters Zaroff:

Gothic style elements further create suspense

Setting: The dark, massive castle with gargoyles, sharp gates, and massive door should remind one of fearful medieval times.

Supernatural elements: Zaroff is portrayed as a vampire (red lips/pointed teeth/white hair/dark eyebrows); the castle’s appearance is unexplainable/random in the middle of the wilderness.

Characterization: General Zaroff

Hunter/thrill-seeker

Suspicious (Ex.: he is careful with his language, stares at Rainsford, talks of a mystery animal)

Civilized/cultured/sophisticated (Ex.: he travels, reads a lot, knows many languages, has many fine foods/material items/clothes)