

“The Most Dangerous Game” by Richard Connell – Questions

1. What do you think happens to Zaroff? What are some possible story endings?
2. What clues at the start of the story foreshadow danger ahead for Rainsford? How does Rainsford's discussion about hunting at the start of the story foreshadow later developments?
3. What details in the description of Zaroff's unusual dental features and lips foreshadow the truth about his nature? How do these details make him seem like a monster?
4. How are Rainsford and Zaroff alike and how are they different?
5. Based on their characters, decide if Rainsford changes his mind about hunting by the end of the story.
6. What characters in this story make some comments that you felt strongly about? Explain.
7. Think about Zaroff's civilized tastes and his favorite game. Do people like Zaroff – ones that mask their real natures – exist in real life? Explain.
8. Some stories are so fantastic or contrived that we have to suspend our disbelief. This means that if we do not believe that something in a story is possible, the writer hopes we'll still accept it. What details in this story demanded that you suspend your disbelief?
9. Did you guess the meaning of the story's title? What is the most dangerous game?
10. Why is Zaroff glad that it is Rainsford who has come to the island?
11. What happens during the three days of the chase? What traps are used?
12. How is Rainsford's conflict with Zaroff finally resolved?
13. If a lump is *palpable*, can it be felt? Explain.
14. Would someone who worked *indolently* deserve a raise? Explain.
15. Would a *disarming* leader be able to calm an angry crowd? Explain.
16. Are VCRs and fax machines *amenities* in today's world? Explain.
17. Is it *imprudent* for bicyclists to wear helmets? Explain.

