

The most dangerous game plot development essay



**ASSIGN
BUSTER**

The Most Dangerous Game Introduction: A. This story is started off by explaining how Sanger Rainsford and his hunting companion Whitney are traveling to Rio, Amazons to hunt jaguars. After they discuss about the island that they are passing which they believe has a bad reputation and is a not a very good place to be. The intro ends when Whitney goes to sleep and Rainsford stays awake. This is taken place on a boat near a stranded island called Ship Trap Island at night. This info is stated on page 1 and page 2.

Complication Point: B.

The complication point is this story was when Rainsford hears gun shots while he is smoking a pipe on the afterdeck. When he tries to figure out where the sound comes from his pipe falls. Trying to get his pipe, he loses his balance and falls out of the ship into the unknown waters. Then he struggles up to the surface of the water, trying to get back on the ship but he was not successful. Rainsford remembered the shots which led him to swim in the direction which he heard it from, which led him to the Ship-Trap Island. In this scene the reader feels sympathy for Rainsford because he falls off the boat and no one could hear him.

Therefore he couldn't get back on the boat. This is taken place in the unknown water near Ship-Trap Island at night. This is stated on page 3.

Rising Action: C1. The rising action begins when Rainsford reaches the shore of the Ship-Trap Island. Then he travelled through the cliffs and the jungle to find some people as he heard gun shots on the island. This leads him to the large chateau with huge gates. There Rainsford meets Ivan and general Zaroff in the chateau. Then the general invites him inside for dinner and to

stay with him. While eating the general explains his passion about hunting animals his whole life.

The setting of the story is in the cliffs, jungle and in the mansion. This is stated on page 4, 5, and 6. C2. Then the rising action continues when the general tells him about the game he plays on this island and then he explains how he is bored of hunting animals therefore he like to hunt men as he finds it more challenging. After dinner the general takes him to the window and shows him about the ship trap and how he traps ships. This takes place in the chateau. This is stated on page 8 and 9. C3. The next day the rising action continues as Rainsford is told that he will be part of the game and he will be hunting.

Then Rainsford refuses but he is given an option either he plays the game or he is sent with Ivan and he will punish you which is worst than playing the game. Therefore Rainsford agrees to play. Next Ivan comes and hands him some clothes, food and a knife. Then the game begins. In this scene irony is used because although Rainsford is a hunter, he eventually becomes the one being hunted. The setting is in the mansion. This is stated on page 12 and 13. C4. The rising action continues when the game begins and Rainsford starts off by making a complicating trail which not many people can solve.

Then he hid on top of a tree for the night. The next day the general reached his hiding spot and found him but acted like he never found him for another day of hunting. Also the reader feels sympathy in this scene as Rainsford is being hunted by general Zaroff. This took place on a big tree in the jungle. This is stated on page 14. C5. Then it continues when Rainsford finds a dead

tree and uses it to make a Malay mancatcher. That evening the general came again and the tree fell on the general which gave Rainsford some time to escape. When he came out he screamed that " Mr.

Rainsford if you are within sound of my voice, I shall congratulate you. Not many men know how to make a Malay mancatcher. " This is taken place 300 yards away from the big tree in the jungle. This is written on page 15. C6. The rising action continues when Rainsford moves forward and finds the Death Swamp. When he reaches there he comes up with an idea. He starts digging a hole near the swamp and then he put 2 sharpened stakes at the bottom. Then he covered it with branches and leaves. When the general came with his hounds they fell into the Burmese tiger pit. This takes place near the death swamp.

This is stated on the page 15 and 16. C7. The final rising action in this story is when General Zaroff brings his whole gang which consists of him, Ivan and his hound in order to kill Rainsford on the last day of the game. Therefore Rainsford used a native trick where he ties a knife to a springing tree which kills Ivan. The pathetic fallacy in this is that hunting is a very dangerous game and the night is also very dangerous. Therefore the hunting always happens in the dark in the story. The setting of this rising action is in the jungle and near the death swamp. This is stated on page 16.

Climax: D. The climax of the story is when Rainsford gets time to escape after Ivan dies. Therefore he jumps off a cliff near the jungle into the water and then he decides to swim to the Chateau. The setting of the climax is in the jungle, cliffs and the water. This is stated on page 16. Falling Action: E.

The falling action is when the general is eating dinner in the castle peacefully eating dinner and later when he goes to the room he finds Rainsford behind the curtains in his room. This takes place in the chateau. This is stated on the last page. Conclusion: F.

The conclusion would be when General Zaroff congratulates him that he has won the game and says that I will be heading to the hounds and you will slept on a very excellent bed. The story ended when Rainsford said I have never slept in a better bed. This takes place in the castle. This is written on the last page. Pathetic Fallacy: The pathetic fallacy in this story is that hunting is a very dangerous game and the night is also very dangerous. Therefore the hunting always happens in the dark in the story. Pathos: The reader feels sympathy for the character when Rainsford falls off the boat and no one could hear him.

Therefore he couldn't get back on the boat. Also the reader feels sympathy when Rainsford is being hunted by general Zaroff. Irony: The irony in this story is that, although Rainsford is a hunter, he eventually becomes the hunted, and the narrator explains that " Rainsford knew now how an animal at bay feels", after getting chased by the general. Theme: The theme of the story is don't be over confident. For example: the General is over confident that he will win but he ends up loosing to Rainsford. Also the theme is think twice about who it affects before you do something.