

Name \_\_\_\_\_ *MDG Study Guide*  
Per \_\_\_\_\_ Marcinkowski

Directions: Define the following vocabulary words from *The Most Dangerous Game* using the definition that **best fits** how it's used in the story. (1 pt ea)

1. bizarre

2. scruples

3. futile

4. grotesque

5. naive

Directions: as you read, answer the following questions. Be sure to give as much detail as possible. (3 pts ea)

1. How does Rainsford feel after falling overboard? What does he decide to do?

2. From the description of the dining room, what conclusions can you draw about General Zaroff?

3. How have the General's earlier experiences with hunting influenced his current attitude toward hunting?

4. What does the General mean by his statement that "Instinct is no match for reason"?

5. What is the new animal that General has discovered? What is Rainsford's reaction when he guesses what animal the General is talking about?

6. What "game" does General Zaroff suggest to Rainsford?

7. Describe Rainsford's initial plan to avoid General Zaroff.

8. What is Rainsford learning that he did not know when he first expressed his ideas about hunting?

9. Why does Zaroff say that Rainsford "hadn't played the game"?

10. How does the story end?