

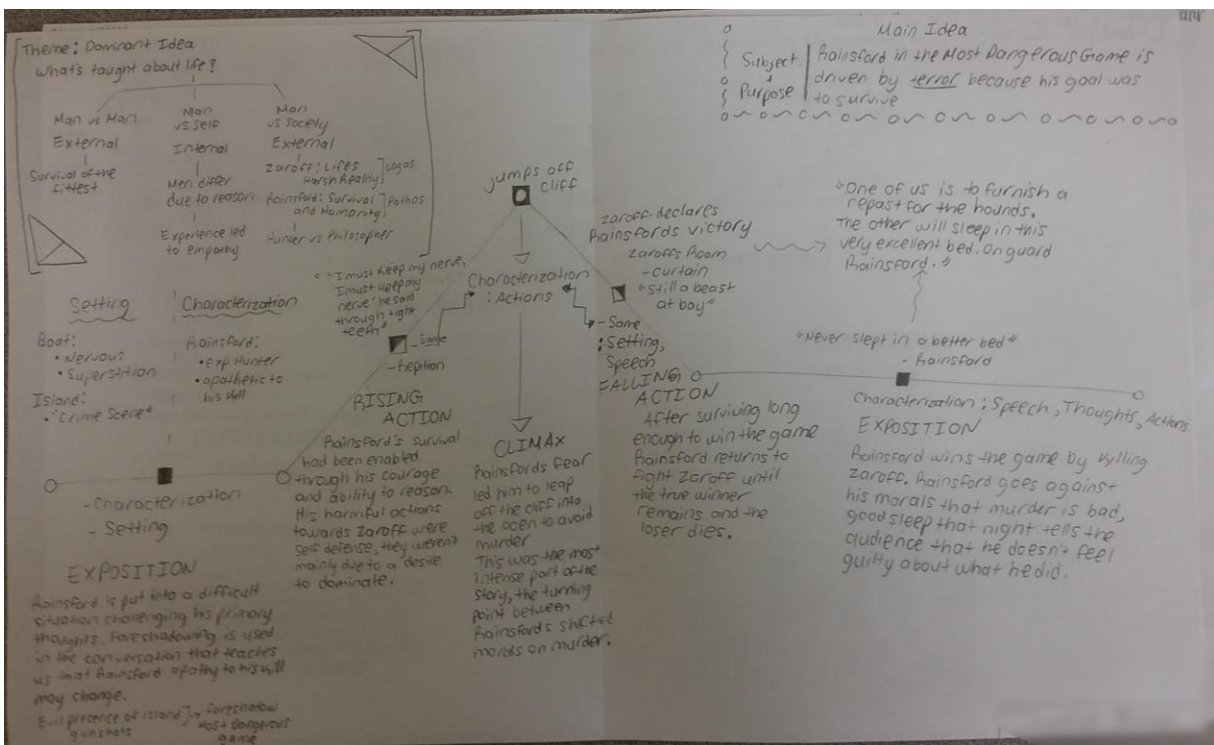
Abuse of power and unnecessary dominance is an incessant issue that is empowered by the greed of humanity. When an individual is threatened by the feeling of inferiority to another, it is easy for them to be driven to take their show of dominance too far. Often, many people love to show off their superiority and exercise their control by taking advantage of someone else's weakness. It helps the person in power feel much better, and as a result, they usually hold a higher esteem and opinion about themselves. Although, in "The Most Dangerous Game" by Richard Connell, this fight for power is more barbaric than others.

In this passage, Rainsford, an animal hunter, was driven by his terror and fear to dominate Zaroff, a hunter who took pleasure in hunting humans. Throughout the story, the audience was first able to get a taste of Rainsford's fear once Zaroff mentioned that he hunts humans, which was shown as he exclaimed "'Hunting? Great Guns, General Zaroff, what you speak of is murder,'" (Connell). This begins to pivot the direction of the story, as Rainsford's impression of Zaroff changed from someone charming to someone rather sadistic. In fact, Rainsford seems to be shocked and disturbed by Zaroff's game on the island—he wishes for nothing to do with it. Along with this, not long after beginning the game, the reader can sense Rainsford's determination to triumph against Zaroff with his fear as motivation. In particular, when Rainsford was getting chased, it was stated that at that moment, Rainsford knew the "full meaning of terror" and even repeated "I will not lose my nerve. I will not," (Connell). Here, it is supported that Rainsford was driven by his terror and fear of not only losing to Zaroff, but the thought of killing him as well. By trying to reassure himself, the audience can see that Rainsford is attempting to achieve self-control. Further into the story, though, the audience is able to additionally see Rainsford in pure distraught as he struggles to maintain his composure numerous times throughout the story. Namely, as the group of Zaroff's hounds approached, "his mind worked frantically" and when "the baying of the hounds stopped abruptly... Rainsford's heart stopped too," (Connell). As a result, the daunting hounding of the dogs seemed to create a fearsome and heart-wrenching tone as the game became more intense and as Rainsford fought to keep himself sane. His fear is what drove him to survive and find his much needed self-control.

Despite this, Rainsford's moments of insanity and immorality were still able to shine their darkness through his conflicted character. That is, when he had "felt an impulse to cry aloud with joy" (Connell) after assuming that he had won over Zaroff, the audience is able to see his twisted moments of

happiness. By taking part in this wicked game, Rainsford's conflicts of morality and ethics become toyed with as he loses his sense of reason and rationale. Moreover, to further expand on this, it can be seen what can happen to mankind when removed from society in this maniacal game, as he makes plenty of socially unacceptable decisions in spite of his fear. Regardless, no one should ever hold themselves to such a magnitude that they hold themselves above humanity. This mindset serves as no excuse to their behavior and actions and is ultimately proved to be regretted each time as Rainsford struggles to cope with what he plans to do and what he does. Emphasized were moments like where "he lived a year in a minute" (Connell), where anticipation and fear thrived. Rainsford's displays of dominance were, in reality, just a facade to mask his true terror and dismay.

By the end of the story, the audience is able to see faith in the midst of the dark side of human nature, even while the social restraints of the situation reigned. As demonstrated, when Rainsford emerged to be victor, the bittersweet feeling came about. This was so as even though Rainsford, the figure of morality in this narrative, won against the corrupted Zaroff, he also did so by killing Zaroff in self-defense. Although, what drove him to commit such a sinfully inevitable deed was exemplified as Rainsford lost some of his sanity while simultaneously gaining self-control as he became aware of what a human is capable of when faced with fear. It is enough to make us question the value of human life, and is a chilling warning that fear is a tyrant.



Single perspectives limit understanding, influencing actions and decisions. Ignorance presents itself when we are closed minded. As presented in Richard Connell's, "The Most Dangerous Game" the protagonist, Rainsford obtains wisdom through experiencing life with a new outlook. This character develops throughout the story as he's forced to participate in a treacherous hunting game as the prey, rather than the experienced hunter he is. Rainsford's troublesome situation motivates him to do whatever it takes to defend himself, even if it means abandoning his principles. Connell's main

concept "Survival of the Fittest," is displayed through challenges in the story as Rainsford's fear drives him to dominate the protagonist, Zaroff in order to remain alive.

Prior to Rainsford's inconvenience stranded on "Ship trap Island," he had viewed hunting as "The best sport in the world." In the beginning, his conversation with Whitney indirectly characterized himself as apathetic towards his prey; but, eventually his opinions change. Rainsford's encounter with Zaroff, the owner of the island, "puts himself in someone else's shoes," enabling him to obtain a better understanding of how his prey must've felt. Zaroff believes that hunting a skilled hunter like himself, may fill his desire for a bigger challenge. Zaroff's first hope was to have Rainsford hunt alongside him; however, tension is created from a confident refusal stating "...I'm a hunter, not a murderer." The concept of murder is introduced, setting a suspenseful tone intriguing the audience, bringing them to edges of their seats. Typically, the prey's goal is to survive, as the hunter chases after them. To ensure survival, Rainsford attempts to dominate Zaroff before he himself is murdered. Fear drives Rainsford away from Zaroff, compared to a prey running from its predator. "His whole idea at first was to put distance between himself and General Zaroff," which is in contrast as to if Rainsford's desire was domination. The central focus is the difference between the goals of the predator and prey. Rainsford uses repetition, "I will not lose my nerve. I will not." to try and convince himself to keep his courage, indirectly emphasizing how nervous he felt.

At the story's end, Zaroff had suggest Rainsford the winner of the game for surviving the 3 days. Instead of Rainsford accepting this success he gives up the assured opportunity of survival in order to be the true winner of the game. Some may say his desire led him to kill Zaroff; however, his objective throughout the story was to survive. "The Most Dangerous Game" isn't the risk of hunting, it's the struggle for survival as the prey. Rainsford changes during the story after facing difficult challenges; at first, he disapproves of murder; ironically in the end, Rainsford decides to kill Zaroff showing the audience an alteration in his morals. Rainsford's fear allowed himself to sugarcoat the idea of killing humans under certain circumstances.

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