Name/Pd.:_	 	 	



THE MOST DANGEROUS GAME MAP

The setting is extremely important in "The Most Dangerous Game." Using clues from the story, draw a representational map of Ship Trap Island!

Be sure to include:

- 1. General Zaroff's "palatial chateau" (surrounded on 3 sides by a high cliff)
- 2. Death Swamp (SE corner of the island) & quicksand
- 3. Malay Mancatcher
- 4. Burmese Tiger Pit
- 5. Ugandan Knife Trick /Trap
- 6. Jungle landscape & sea
- 7. Shore on which Rainsford first landed
- 8. The tree where Rainsford first hid from Zaroff
- 9. Recreate one of the "paths" Rainsford took in his attempt to elude Zaroff
- 10. Put a "compass" on map
- 11. Include a Key that shows what your symbols represent
- 12. The map must be colored! Please use crayons or colored pencils to color the map and label each of the following landmarks listed above!
- 13. On the bottom of this page, write the following:
- a. Choose a quote that defines each of the main Characters: Rainsford, Zaroff, and Ivan.
- b. Write the theme (central message, main idea) of the story.

Key Example



- 2. Swamp:
- 3-5: Traps: (list each and show symbol)
- 6. Jungle & Sea
- 7. Shore
- 8. Tree \triangle
- 9. Path