Suspense in “The Most Dangerous Game”

**Suspense**: Anxiety or apprehension resulting from an uncertain, undecided, or mysterious situation. Writers use the following to create suspense: (1) **Pacing**: advancing or developing something at a particular rate or tempo; (2) **Dangerous action**: self-explanatory; (3) **Foreshadowing**: a literary device in which the author gives clues as to what will happen later.

**Directions**: Identify suspenseful scenes in “The Most Dangerous Game” and explain whether the suspense is created by pacing, dangerous action or foreshadowing.

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| **Example of Suspense** | **Pacing** | **Dangerous Action** | **Foreshadowing** |
| One of the men on Rainsford’s boat says, “Sailors have a curious dread of the place” at the beginning of the story. |  |  | This statement foreshadows that someone (Rainsford) will face danger either on or near the island. |
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