

## From Zero to Hero in 12 Easy Steps

MATCH the **Term/Definition** to the corresponding **Example** from the *Most Dangerous Game*

*\*\*Letters for matching will be duplicated-so make sure answers are correct!\*\**

<b>TERM/DEFINITION</b>	<b>EXAMPLES from <i>Most Dangerous Game</i></b>
_____ 1. THE ORDINARY WORLD: The hero is uneasy, uncomfortable, or unaware. He/she is a sympathetic character.	(D) The general supplies Rainsford with clothes, food, and a hunting knife. He also gives him advice.
_____ 2. THE CALL TO ADVENTURE: The hero must face the beginnings of change due to either external or internal conflicts.	(P) While speaking with Whitney, Rainsford makes the statement that "Hunting is the greatest sport in the world". He has no understanding for the feelings of the animals being hunted.
_____ 3. REFUSAL OF THE CALL: Either the hero feels fear and tries to refuse the adventure or another character warns the hero of danger.	(A) Rainsford enters the jungle and engages in the hunt.
_____ 4. MEETING WITH THE MENTOR: The hero either meets someone who give him/her training, equipment, and/or advice or the hero finds strength and courage within.	(T) Allies: Rainsford's physical strength, his knowledge of traps, and skill in hunting. Enemies: General Zaroff, Ivan, Dogs, the island's terrain; Tests: Traps built to outsmart Zaroff lack of weaponry, the island's terrain.
_____ 5. CROSSING THE THRESHOLD: The hero commits to leaving the Ordinary World and enters unknown territory.	(E) Rainsford and Zaroff have a fighting match.
_____ 6. TESTS, ALLIES, AND ENEMIES: The hero faces tests and sorts out friends and enemies.	(P) Rainsford succeeds in killing one of Zaroff's best dogs, as well as his servant Ivan.
_____ 7. APPROACH: The hero and his/her allies prepare for the major challenge.	(E) Rainsford tells Zaroff that he wishes to go home; he does not wish to hunt.
_____ 8. THE ORDEAL: The hero confronts death or faces his/her greatest fear.	(R) Rainsford escapes Zaroff by swimming out to sea, but returns to hide in Zaroff's chateau.

<p>_____ 9. THE REWARD: The hero gains possession of the treasure, but there is still a threat of losing the treasure.</p> <p>_____ 10. THE ROAD BACK: The hero is driven to complete the adventure. There are still tasks to complete.</p> <p>_____ 11. THE RESURRECTION: This is the final, most severe task or test that the hero faces</p> <p>_____ 12. RETURN WITH THE ELIXIR: The hero returns home or continues the journey but has been transformed in some way.</p>	<p>(O) Rainsford attempts to put space in between Zaroff and himself. Rainsford decides to lead Zaroff down a false trail. Finally, Rainsford rests in the tree.</p> <p>(Y) Rainsford kills Zaroff and takes possession of his house.</p> <p>(R) Rainsford falls overboard and swims to Ship-Trap Island. Exhausted, he wanders up to Zaroff's house.</p> <p>(R) Zaroff spies Rainsford in the tree but refuses to kill him. Rainsford's perception about hunters and the hunted shifts. As a result, he changes his tactics.</p>
--	---

