

Name \_\_\_\_\_

Date \_\_\_\_\_

Book \_\_\_\_\_

### The Hero's Journey in "The Most Dangerous Game"

Stage of the Journey	Definition	Example
1. THE ORDINARY WORLD	The hero is uneasy, uncomfortable, or unhappy. He/she is a sympathetic character.	Rainford falls off the porch and is abandoned alone in the cabin. (p. 21 – 22)
2. THE CALL TO ADVENTURE	The hero must face the beginning of change due to either external or internal conflicts.	Rainford seems to skip this part and awakens up in Zaroff's house. (p. 23)
3. REFUSAL OF THE CALL	Either the hero feels fear and tries to refuse the adventure or another character sees the hero as danger.	Rainford tells Zaroff that he wishes to go home, he does not wish to hunt. (p. 23)
4. MEET AND WITH THE MENTOR	The hero either meets someone who gives further training, equipment, and/or advice or the hero finds strength and courage within.	The general supplies Rainford with clothes, clothes, food, and a hunting knife. He also gives him advice. (p. 24)
5. CROSSING THE THRESHOLD	The hero commits to leaving the Ordinary World and enters unknown territory.	Rainford enters the jungle and engages in the hunt. (p. 24)
6. TESTS, ALLIES, AND ENEMIES	The hero faces tests and meets his friends and enemies.	<u>Allies</u> : In the Ordinary World, Whitney, in this world, he has <u>enemies</u> : General Zaroff, Ivan <u>Tests</u> : Numerous, all to outsmart Zaroff.
7. APPROACH	The hero and helper solve problems for the major challenge.	Rainford attempts to put space in between Zaroff and himself, then he decides to lead him down a false trail. Finally, he kills in the trap. (p. 24-25)
8. THE ORDEAL	The hero confronts death or faces his/her greatest fear.	Zaroff spots Rainford in the tree but refuses to let him. (p. 27)
9. THE REWARD	The hero gains possession of the treasure, but there is still a threat of losing the treasure.	Rainford succeeds in using one of Zaroff's best dogs, as well as his seven men. (p. 24-25)
10. THE ROAD BACK	The hero is driven to complete the adventure. There are still tasks to complete.	Rainford escapes Zaroff by swimming out to sea but returns to hide in his bedroom. (p. 26-28)
11. THE RESURRECTION	This is the final, most severe test or test that the hero faces.	Rainford and Zaroff have a fighting match. (p. 28)
12. RETURN WITH THE ELIXIR	The hero returns home or continues the journey but has been transformed in some way.	Rainford tells Zaroff and takes possession of his house.