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## Figurative Language and Plot Devices -"The Most Dangerous Game"

Figurative Language: Any expression that stretches the meaning of words beyond their literal meaning.

- Metaphor: a figure of speech in which a comparison is implies by analogy but is not stated; the
  - comparison of two unlike things without the use of "like" or "as"

    1. **Example:** "the night would be my eyelids" a comparison between night and eyelids (pg. 790)
- Simile: a comparison of two unlike things using "like" or "as"
  - 1. Example: "...moonless Caribbean night... It's like moist black velvet" comparison of two unlike things, night and moist black velvet with the use of "like" (pg. 789)
- Personification: a metaphorical figure of speech in which animals, ideas, things, etc. are represented as having human qualities
  - 1. Example: "...a sharp hunger was picking at him" hunger as something that could pick (pg 792)
- Allusion: an implicit reference to an historical, literary, or biblical character, event, or element
  - 1. Example: "I have played the fox, now I must play the cat of the fable." a reference to two of Aesop's fables (pg. 802)
- Irony: a contradiction or incongruity between appearance or expectation and reality; a figure of speech in which the literal meaning of the words is the opposite of their intended meaning; an incongruity or discrepancy between an anticipated and realized outcome
  - 1. Example: "We do our best to preserve the amenities of civilization here." Zaroff when he is hunting men for sport – is this civilized? (pg 794)

## **Literary Devices**

- Suspense: the sustained interest in a narrative created by delaying the resolution of the conflict; the excitement or tension the reader feels as they become involved in a story and eager to know
  - 1. Example: the author, Richard Connell, begins building suspense with mysterious references to Ship-Trap Island that has the crew very nervous (pg 789)
  - 2. Example: through repetition "...nearer, then still nearer, nearer, ever nearer." (pg 805)
- Foreshadowing: any clue or hint of future events in a narrative
  - 1. Example: "the place [Ship-Trap Island] has a reputation—a bad one." This will be the place where Rainsford's life will be threatened (pg 789)