The Call

Definition: The moment the hero is called on the "mission." The hero either makes the decision to stay the journey or is forced to go on the journey.

In “The Most Dangerous Game”: Rainsford swims to Ship-Trap Island and wanders up to Zaroff’s house.

Discussion: How have you helped someone in your life? Did you want to help them or did you feel obligated? Explain.

Allies

Definition: Allies are the people who assist the hero during the journey. They may appear at any point during the journey and be family members, friends, guides, animals, or even gods/goddesses.

Allies in “The Most Dangerous Game”: In the ordinary world, Whitney; in this world, no one.

Discussion: Do you consider the people you surround yourself with “allies”?

The Preparation

Definition: The hero's preparation for the journey may be physical (ex. training, supplies, etc.), knowledge-based (ex. learning information), or psychological (ex. gaining courage).

In “The Most Dangerous Game”: Rainsford attempts to put space in between Zaroff and himself; then he decides to lead him down a false trail. Finally, he rests in a tree.

Discussion: Describe a situation when you had to mentally or physically prepare yourself to accomplish a task/goal.

Guardians) of the Threshold

Definition: These are the obstacles the hero faces that interfere with or delay the start of the journey. They may be literal (ex. physical barriers or person who opposes the hero) or figurative (ex. fear and doubts).

In “The Most Dangerous Game”: General Zaroff and Ivan

Discussion: What are some examples of obstacles that you have faced in your life? Why were they barriers to your goal?

Crossing the Threshold

Definition: The actual beginning of the hero's journey where he/she crosses into a new and unfamiliar world. Often the hero realizes that this new place, the "underworld," he/she must acquire new skills or knowledge to function successfully.

In “The Most Dangerous Game”: Rainsford enters the jungle and engages in the hunt.

Discussion: How have you overcome an obstacle? What skills did you use to do so?

Road of Trials

Definition: The hero faces a series of difficult experiences that test his/her courage, strength, intelligence, determination, and wisdom in the "underworld." It may even seem that he/she has no hope or chance of getting out of a dangerous situation.

In “The Most Dangerous Game”: numerous- all to outsmart Zaroff

Discussion: How could one major obstacle present itself as a series of obstacles in terms of a series of events? (Kind of like when you ask if your day can get any worse and then another bad thing happens right after.)

The Saving Experience

Definition: Just when things are at their worst for the hero, he/she either meets a special person, has a powerful experience, or receives a special gift that "saves" him/her, enabling him/her to achieve the journey's goal.

In “The Most Dangerous Game”: Zaroff spies Rainsford in the tree but refuses to kill him.

Discussion: Describe a time when you received a gift or had an experience that made it easier to achieve your journey’s goal.

The Transformation

Definition: The hero is changing, is now understanding the "underworld," and is adapting accordingly. This transformation is sometimes physical, often mental, emotional, and/or spiritual.

In “The Most Dangerous Game”: Rainsford succeeds in killing one of Zaroff’s best dogs, as well as his servant Ivan.

Discussion: How have you adapted or adjusted to a situation in order to overcome an obstacle or achieve a goal.

The Return

Definition: The hero returns to the "normal world," but now sees life differently because of the journey.

In “The Most Dangerous Game”: Rainsford escapes Zaroff by swimming out to sea but returns to hide in his bedroom.

Discussion: Describe an experience that has caused you to look at either the world or your life differently. What was your view/opinion before that experience and what was your view/opinion after?

Sharing the Gift

Definition: The hero shares the gift of experience, knowledge, and wisdom-- gained through the journey-- with the his/her community.

In “The Most Dangerous Game”: Because the story ends with Rainsford remaining on the islands, this phase of the hero’s journey is not observered.

Discussion: Share a life lesson that you have learned.

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Road of Trials

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The Preparation

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Road of Trials

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The Return

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