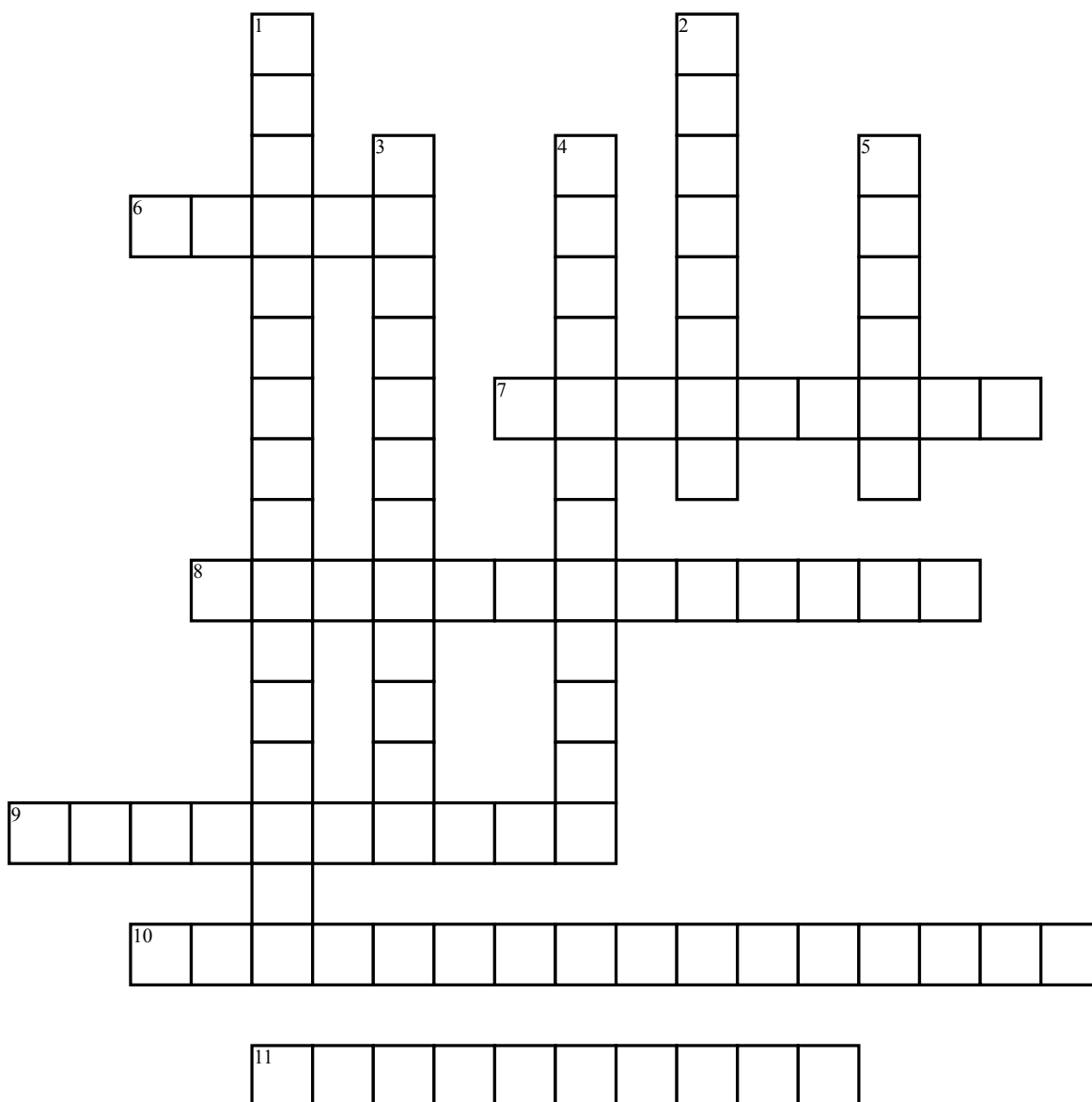


The Most Dangerous Game



Across

6. the subject of a talk, a piece of writing, a person's thoughts, or an exhibition (ex. If one is more knowledgeable than their opponent, then they will succeed)
7. an event or scene taking place before the present time (ex. In the movie Tomorrowland, it gives old memories of what it looked like as a society before)
8. be a warning or indication of a future event (ex. "The old charts call it Ship-Trap Island" (Connell 5) "Good God, General Zaroff, what you speak of is murder" (Connell 13))
9. statement about the future (ex. "Sailors have a curious dread of the place. I don't know why. Some superstition—" (Connell 5))
10. psychological struggle within the mind of a literary or dramatic character (ex. "At day break Rainsford, lying near the swamp, was awakened by the sound that made him know he had things to fear" (Connell))
11. the state of being uncovered (ex. Rainsford, Zaroff, ship-trap island, dangerous game hunting)

Down

1. struggle between a literary or dramatic character and an outside force (ex. "For a seemingly endless time he fought the sea" (Connell 7))
2. a state or condition of mental uncertainty or excitement (ex. "The general's eyes had left the ground and were traveling inch by inch up the tree" (Connell 19))
3. to make a formal accusation against (ex. "Splendid! One of us is to furnish a repast for the hounds. The other will sleep in this very excellent bed. On guard, Rainsford... He had never sleep in a better bed, Rainsford decided" (Connell 22))
4. a complex combination of elements or things (ex. "Then, as he stepped forward, his foot sank into the ooze. He tried to wrench it back, but the muck sucked viciously at his foot as if it were a giant leech" (Connell 20))
5. the highest or most intense point in the development (ex. "It was the baying of hounds. Rainsford he knew he could do one of two things. He could stay where he was and wait. That was suicide." (Connell 21))