**Paragraph Prompt: Describe one aspect of the mood that the author establishes in the story.**

**Self**: #WeGotThis

**P**ull apart the prompt

Do What

**P**ick ideas:

(List ideas here)

Organize with tid

(Put ideas into tid here)

In the story The Most Dangerous Game, the author establishes a dangerous mood that creates suspense. A sense of danger is established immediately when the main character, Rainsford’s shipmate Whitney describes how sailors have “a curious dread” of the island ahead and that it “broadcast[s] vibrations of evil”. Rainsford admits that he did feel “a sudden chill” when he saw it. After he falls from his yacht and reaches this island, he hears “a high screaming sound, the sound of an animal in an extremity of anguish and terror.” The references to the island suggest that it is unsafe if people dread it, especially if it sends out vibrations or feelings of evil. Evil is a strong word that suggests far more than a merely unpleasant feelings, but something far more terrible. However, the real possibility of danger fully kicks in when Rainsford hears actual terrorized screams in the dark night near the island. This is particularly frightening because the reader does not know what this noise came from which leaves one feeling unsure and unsettled. This mood of terror combined with the uncertainty creates the suspense that keeps the reader glued to the page.