

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) justifies that Rainsford needed to listen to his instinct, as it could put another in danger, meanwhile being hunted down. Connell supports his claim by demonstrating when Rainsford was deep onto the island, after placing down his traps. The author's purpose was to indicate when Rainsford would place traps for the animals he hunted. The author writes in a suspenseful tone for the reader to relate how an animal is feeling in the position.

Richard Connell in the short gothic story, "The Most Dangerous Game" (1924) indicates that intelligence is superior to instinct, Rainsford is forced to use both his intelligence and instinct to defeat General Zaroff. Connell supports his claim by defining that both intelligence and instinct are key necessities to survive by showing how Rainsford sprints in loops to create fake trails and confuse General Zaroff. The author's purpose is to point out that when in a flight or fight situation, instinct comes first and Rainsford reacts solely on impulse. The author writes in an unsettling tone for the reader to fully understand Rainsford circumstances.

Richard Connell, in the Gothic short story "The Most Dangerous Game" (1994), proposes that instinct is used more to survive danger, while intelligence is what distinguishes humans from animals. Connell supports his claims by illustrating how Rainsford had to switch from being nothing to a prey, which made him think of an instinct of how to survive the General game. The author's purpose is to demonstrate that a person's mindset changes when they are not faced with fear, unlike those who are forced to confront it. The author writes in a Gothic tone to convey that the reader should adopt an instinctive approach in case of survival.

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) emphasizes that intelligence and instinct are both key to survival in life or death situations but they are not identical to each other. Connell supports his argument by demonstrating how Rainsford uses his intellect and his human instinct alike to survive being hunted by General Zaroff. The author's purpose is to point out how people use their brainpower and instincts in different ways in order to survive. The author writes in a dreary tone for the reader to understand how intelligence and instinct are needed to survive.

Richer Connell in the Gothic short story, "The Most Dangerous Game" (1924), portrays the idea that when faced with danger, intelligence becomes instinct. Connell supports his claim by explaining that when General Zaroff threatens Rainsford's life, his knowledge goes to instinct. The author's purpose is to show the difference between instinct and knowledge to survive being hunted. The author writes in a Gothic tone so the reader can understand if it's an instinct or intelligence when put in life-or-death situations.

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) demonstrates Mr. Rainsford shows intelligence by the idea of knowing what to do in a situation that could mean life or death, and his instincts are to hastily flee from a situation that may help him survive in a horrific situation. Connell clarifies his claim by contrasting a sociopath, General Zaroff, who seeks the thrill of the hunt to Rainsford, a New Yorker who seeks to survive General Zaroff and his massacre of a hunt. The author's purpose is to point out that people with intelligence will be able to protect themselves easier, but people with instinct will be able to flee without a trace. The author writes in an informative tone to prove the difference in intelligence, and instinct in the situation.

Richard Cornelle who wrote the short story "The most Dangerous Game" (1924), portrays that instinct is an animalistic demand to flee while intelligence is using human logic and resources to protect your life from danger. Connell supports his claim by contrasting Rainsford who escapes the danger using logic and intelligence to General Zaroff who hunts humans for his own enjoyment. The author's purpose is to suggest that humans need intelligence in order to protect themselves from danger. The author writes in a gothic tone in order to make the reader understand the desperateness of survival.

Richard Connell in the gothic short story, "The Most Dangerous Game"(1924) asserts there is a difference between intelligence and instinct in the act of survival that Rainsford is sure to learn about. Connell supports his claim with a clear action demonstrating Rainsford's animalistic instinct in his writing, "Rainsford's impulse was to hurl himself down like a panther..." This is not intelligence, but the sheer instinct to survive that Rainsford has devolved into. The author's purpose is to point out this intuition that lies deep within humanity. The author writes in the dark, dreary tone for the reader to grasp the importance of this information.

Richard Connell in the short gothic story "The Most Dangerous Game" (1924) suggests that Rainsford begins to pick up on when to use your intelligence and instinct in rough situations. Connell supports his claim by showing Rainsford using his surroundings to make a fine trap to hopefully distract or catch General Zaroff off guard, which does work. The author's purpose is to show the use of your intelligence and how it is very important for safety. The author writes in a gothic tone for the reader to anticipate what Rainsford is thinking or doing to help him.

Richard Connell in the gothic short story, "The Most Dangerous Game" portrays that survival is overcoming an animalistic instinct to flee from danger, but to use reason and logic to escape a threat. Connell supports his claim by contrasting General Zaroff who seeks the thrill of the hunt to Rainsford who seeks surviving from the hunt. The author's purpose is to point out that people striving to survive can make them insane in order to live. The author writes in a gothic tone for the reader to understand the darkness of the situation.

Richard Connell during 1924 in the gothic short story, "The Most Dangerous Game" portrays that survival is subconsciously breaking into a primal instinct to flee from danger, but using reason and logic to escape a dire threat. Connell supports his claim by displaying the psychopathic General Zaroff who seeks the thrill of the hunt for humans, such as Rainsford, who fight for their survival. The author's purpose is to point out that, like Rainsford, people striving for survival can be driven to insanity by the circumstances. The author writes in a gothic tone for the reader to understand the darkness of the situation.

Richard Connell in the suspenseful and uncanny story, "The Most Dangerous Game" (1924) presents that to survive you have to be logical and not just use instinct and be rash. Connell carries this idea by showing how Rainsford feels in the absurd situation of being hunted. General Zaroff has a psychotic ambition to find more thrilling and heart racing hunting trips, human kills. Rainsford realizes that he too must have to want to live, like the animals he's used to killing. He has to think wisely or he might not win this sadistic game of cat and mouse. The Author shows how Rainsford learns the difference of instinct and intelligence by having General Zaroff end up hunting Rainsford in a problematic chase for survival. Rainsford ends up understanding that he has to be logical and not go into rash situations when he tries to win the game.

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) explains that Rainsford adrenaline gave him intelligence to know what to do and a survival instinct to survive. Connell clarifies his claim by contrasting a sociopath, General Zaroff, who seeks thrill from hunting Rainsford, Rainsford being hunted as a fellow hunter makes him seek the thrill to survive. The author's purpose is to point out in a crazy situation one can not think, one will just do it, making Rainsford insane. The author writes in a gothic tone the reader to understand the situation between life and death.

Richard Connell in the gothic short story, "The Most Dangerous Game"(1949), depicts that the rush of adrenaline from being hunted down helps Rainsford know the difference between intelligence and instinct. Connell supports his claim by introducing the thrill of being "prey" pressuring Rainsford into making decisions that could either save or end his life with little to no time. The author's purpose is to aid the reader into understanding that when their life is in danger, they should think about the consequences their actions could behold. The author writes in an urgent tone to set off a sequence of exciting emotions for the readers.

Richard Connell, in the gothic story, "The Most Dangerous Game," (1924) explains that there is a difference between intelligence and instinct in how a character gets away from a predator by using instinct as well as intelligence. Connell supports his claim by describing a character named Rainsford who is getting hunted by a hunter and has to make traps to gain ground to flee using his intelligence, but also uses instinct like an animal, for example "Rainsford's impulse was to hurl himself down like a panther." done on purpose by Connell because panthers have instinct such as stealth which was what Rainsford was doing. The author's purpose is to demonstrate that one cannot survive solely on intelligence or instinct, so that people can understand the importance of each. The author writes in a Gothic tone, allowing the reader to feel how intense the situation is.

Richard Connell in the short story, "The Most Dangerous Game," illustrates that the character Rainsford was intelligent when he was smooth and eased, his instinct came naturally when he was being hunted. Rainsford. Connell supports his claim by describing when the character 'Rainsford put down traps for the General and led him on long fox-like trails when he was hunting Rainsford. The author's purpose is to show examples of both instinct and intelligence between the two characters while they were in the hunt. The author writes in a dark tone for the reader to get them to understand life and death situations.

Richard Connell in the short gothic story, "The Most Dangerous Game" (1924) acknowledges that intelligence comes in with skills and instinct comes in when knowing you're in danger. Connell supports his idea on page thirteen where Rainsford creates a Malay mancatcher by using his skills; instinct was represented at the end where Rainsford kills General Zaroff, the danger, out of instinct. The author's purpose is to indicate that safety comes by instinct and ability from intelligence. The author writes in a gothic tone to show the dark side of humanity.

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) endorses that true survival means resisting the urge to panic and instead rely on logic and reasoning to escape danger. Connell supports his claim by illustrating how Rainsford chose to strategize in order to survive, instead of instinctively fleeing from General Zaroff. The author's purpose is to suggest that the struggles to survive can push people to insanity. The author writes in a gothic tone for the reader to clearly understand the eerie situation.

Richard Connell in the short story "The Most Dangerous Game" (1924) portrays that intelligence is thinking ahead to survive instead of depending on fast unreliable instincts. Connell supports his claim by contrasting how Rainsford uses intelligence to escape the threats while General Zaroff uses hunting instincts and training to track Rainsford down. The author's purpose of this text is to represent the importance of using intelligence over instincts so that the chances of survival are at the maximum. The author writes in a gothic tone for the reader to understand how serious the situation is so the effect is stronger.

Richard Connell in the gothic short story, "The Most Dangerous Game" (1924) portrays that when faced with death and the fear of an unknown situation, triggers the thought of fight or flight. Connell supports his argument by comparing and contrasting Rainsford's intelligence and instinct when he is deciding what he should do when General Zaroff came near by eliminating his options. The author's purpose is to show the difference between the instinct and the intelligence that is shown when danger is near so that the right decision is made. The author writes in a gothic tone so that the reader can understand the importance of intelligence and instincts when faced with danger.

Richard Connell in the gothic short story, "the Most Dangerous Game", (1924) entertains us with a story that acknowledges that the main character, Rainsford, slowly begins transitioning from making decisions based off intelligence to based off instinct. Connell supports his claim by demonstrating how Rainsford makes decisions based on his situation to survive against General Zaroff's game. The author's purpose is to point out that when in a life or death situation, quick thinking is needed which can cause them to make "bad" decisions based on intuition. The author writes in an unsettling tone for the reader to really understand the circumstances of Rainsford's situation.

Richard Connel wrote the gothic short story "The Most Dangerous Game" in 1924 to illustrate that the character Rainsford learns intelligence is being clear headed and calm, whereas instinct is something people do naturally such as fight or flight. Connel expands upon this claim by giving evidence in the text that says, "His whole idea at first was to put distance between himself and General Zaroff: and to this end, he plunged along, spurred on by the sharp rower of something very like panic. Now he had to get a grip on himself, had stopped, and was taking stock of himself and the situation" (11). The author's purpose is to confirm that people naturally go off instinct other than intelligence in order to survive. The author writes in a dire tone for the audience to understand that Rainsford is in a life or death situation, and if he doesn't use his intelligence, he could die.

Richard Connell in the gothic short story, "The Most Dangerous Game"(1949) portrays a concept that survival is overcoming an animalistic instinct to flee from danger, but to use tactics for survival. Connell supports his claim by contrasting General Zarroff who seeks the thrill of the hunt to Rainsford who seeks surviving from the hunt. The author's purpose is to point out that people striving for survival makes them insane in order to come out on top. The author writes in a gothic tone for the reader to understand the darkness of the situation and how scarcely humans are to react like animals in near death situations.

Richard Connell in the gothic short story "The Most Dangerous Game" (1924) argues that Rainsford learns instinct can overcome intelligence in dire situations. Connell supports this claim by showing Rainsford used instinct to win, by swimming with all his strength over to Zaroff's home, rather than intelligence, which had failed him twice. The author's purpose is to point out that intelligence is not the end all be all in order to survive, and that instinct can be the best way to handle a situation. The author writes in a dark and bleak tone to help the audience understand the dire situation and the way it feels for Rainsford, who is being hunted for sport.

Richard Connell in the short gothic story, "The Most Dangerous Game" (1924) explains that Rainsford realizes as he is being hunted instinct is an automatic reaction while intelligence is pausing to think rationally. Connell supports his explanation by describing Rainsford reassuring himself to not lose his nerve despite the threat of his approaching pursuer. The author's purpose is to define intelligence is something you exercise in order to ignore the temptations to become hysteric. The author writes in an immersive tone for the reader to understand what Rainsford was thinking and how he handled his plight.

Richard Connell in the gothic short story, "The Most Dangerous Game" portrays that survival is overcoming an animalistic instinct to flee from danger, but to use reason and logic to escape a threat. Connell supports his claim by contrasting General Zarroff who seeks the thrill of the hunt to Rainsford who seeks surviving from the hunt. The author's purpose is to point out that people striving to survive makes them insane in order to live. The author writes in a gothic tone for the reader to understand the darkness of the situation.

Richard Conell in the gothic short story, "The Most Dangerous Game," (1924) asserts that Rainsford learned that to survive General Zarroff, he might have to rely on quick instincts instead of thinking about the situation. Connell supports his claim by demonstrating Rainsford has to think wisely to survive General Zarroff's hunt, but after escaping he must kill the general to assure his safety. The author's purpose is to suggest that depending on the danger of the situation, it is important to know when to use intelligence and when to let instinct take over you. The author writes in a gothic tone for the reader to understand that it is okay to use instincts when it is benefitting.

Richard Connell, the author of the gothic tale, "The Most Dangerous Game" (1924), displays what Rainsford learns about intelligence and instinct by showing us his strategies while being hunted, then revealing how natural inclination takes control of his brain. Connell supports his claim by conveying through text how the huntsman gets away from the hounds, then eventually realizes he hasn't escaped them yet. The author's purpose is to point out what Rainsford has grasped about acumen and propensity throughout the story. The author writes in a gothic tone to give readers a deeper understanding of how this new information changes Rainsford.

Richard Connell's gothic short story, "The Most Dangerous Game" (1924), explores when primal instincts take over in drastic situations while logic still plays an important role in survival.. Connell defends his claim by describing when General Zaroff seeks to hunt Rainsford for the enjoyment of the hunt. Rainsford must rely on both instinct and reason to survive the deadly game. The author's intent is to illustrate when a person is pushed beyond in order to survive . The author writes in a dark gothic tone and isolated setting to reveal how human nature responds when faced with life or death circumstances.

Richard Connell in the gothic short story "The Most Dangerous Game"(1924) depicts Rainsford and Whitney having a conversation about hunting and Whitney connects the animal's instinct to all it knows. Connell supports his claim by writing of Rainsford opinions about hunting and his thoughts of the animal's instinct and intelligence. The author's purpose is to point out that instinct and intelligence are contrary to each other and in order for Rainsford to survive being hunted, he had to be able to use both of these. The author writes in a panicked tone and then slowly switches to a calmed mindset for the reader to understand Rainsford's mentality when he figures out not only to use his head, but to act on instinct when in a life or death situation.

Richard Connell, in the Gothic short story "The Most Dangerous Game"(1924), asserts that Rainsford has very high intelligence, but once the survival instinct kicks in, he goes mad, and his intelligence goes out the window. Connell supports his claim by describing that Rainsford went right against his moral compass and killed a man because of the instinct to stay alive. The author's purpose is to inform you not to let your survival instinct take over your own beliefs, and that your intelligence is the only key to survival. The author writes in a descriptive tone to help the reader truly understand how this is far from what he believes in, and the instinct made him do it.

Richard Connell in the gothic short story, "The Most Dangerous Game," in 1924, illustrates how Rainsford begins as a hunter who uses his intelligence but transitions to using his instinct. Connell supports this claim by showing how Rainsford's confidence and perspective quickly changes once he becomes General Zaroff's prey, forcing him to use both intelligence and instinct. The author's purpose is to show that only when you go through the experience do you truly understand what it feels like. Connell writes this for those who enjoy the suspense, but also for them to understand how it feels when roles are reversed.