The Most Dangerous Game -- Vocabulary

- 1. Dread: fearful expectation or anticipation
- 2. Dank: unpleasantly cool and humid
- 3. **Palpable**: capable of being perceived; especially of being handled or touched or felt
- 4. Cannibal: a person who eats human flesh
- 5. Tangible: perceptible by the senses
- 6. **Muffle**: deaden (a sound or noise), especially by wrapping
- 7. Mystify: be a mystery or bewildering to
- 8. Recede: pull back or move away or backward
- 9. Doggedly: with obstinate determination
- 10. Extremity: the greatest or utmost degree
- 11. Vitality: an energetic style
- 12. Jagged: having a sharply uneven surface or outline
- 13. **Dense**: hard to pass through because of thick growth
- 14. Peril: a state of danger involving risk
- 15. Flounder: walk with great difficulty
- 16. Lacerate: cut or tear irregularly
- 17. Bleak: unpleasantly cold and damp
- 18. Palatial: relating to or being a palace
- 19. **Chateau**: an impressive country house (or castle) in France
- 20. Bluff: a high steep bank
- 21. **Menacing:** threatening or foreshadowing evil or tragic developments
- 22. **Cultivated**: no longer in the natural state; developed by human care and for human use
- 23. Aristocrat: a member of the aristocracy
- 24. **Medieval**: relating to or belonging to the Middle Ages
- 25. Feudal: of or relating to feudalism
- 26. **Refectory**: a communal dining-hall (usually in a monastery)
- 27. Modesty: formality and propriety of manner
- 28. Ardent: characterized by intense emotion
- 29. Calvary: troops trained to fight on horseback
- 30. Debacle: a sudden and violent collapse
- 31. Imprudent: not prudent or wise
- 32. Analytical: skilled in using analysis
- 33. **Surmount:** get on top of; deal with successfully
- 34. **Bewilderment:** confusion resulting from failure to understand
- 35. Grisly: shockingly repellent; inspiring horror
- 36. **Puritan**: a member of a group of English Protestants who advocated fro the simplification and regulation of forms of worship

- 37. **Scruples**: motivation deriving from ethical or moral principles that govern a person's thoughts and actions
- 38. Barbarous: primitive in customs and culture
- 39. Elude: escape, either physically or mentally
- 40. **Invariably**: without variation or change, in every case
- 41. Braggart: a very boastful and talkative person
- 42. **Grotesque**: distorted and unnatural in shape or size; abnormal and hideous
- 43. **Stealthy:** marked by quiet and caution and secrecy
- 44. Sallow: unhealthy looking
- 45. Solicitous: full of anxiety and concern
- 46. **Ennui**: the feeling of being bored by something tedious
- 47. Thicket: a dense growth of bushes
- 48. Venerable: profoundly honored
- 49. Futile: producing no result or effect
- 50. **Intricate:** having many complexly arranged elements; elaborate
- 51. Zealous: marked by active interest and enthusiasm
- 52. Apprehensive: in fear or dread of possible evil or harm
- 53. **Tapestry**: a wall hanging of heavy handwoven fabric with pictorial designs
- 54. Pungent: strong and sharp
- 55. Uncanny: surpassing the ordinary or normal
- 56. Precariously: in a precarious manner
- 57. **Protruding**: extending out above or beyond the surface or boundary
- 58. **Mocking:** abusing vocally; expressing contempt or ridicule
- 59. Placid: not easily irritated; calm
- 60. Cower: show submission or fear