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 for 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