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Pass Go and Collect $200: The Real Story of How Monopoly Was Invented

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America’s favorite game, Monopoly, seems like it’s been around forever. But where did it start? Contrary to popular belief, Charles Darrow was not the one to first come up with the concept for the game, though he did play a large part in how it ended up. Back in 1903, Lizzie Magie invented the game and filed a patent for it. Learn how through a long series of changes and being passed around, her version of The Landlord’s Game eventually morphed into the Monopoly that we all know and love.

Justice. Inequality. Not words typically associated with a board game, but that’s how Monopoly all started. Not only are they some of the concepts that spurred the creation of the game, but they also apply to the situation of the game’s formation. Pass Go and Collect $200 sets the story straight, and while the information isn’t new, it does make it accessible to a vast audience of readers through the genre of a children’s book. The illustrations are appealing and match the mood and historical context of the book. Interesting trivia and fun monopoly math at the back provide readers an opportunity to interact with the text. With a fascinating origin story and well-composed pictures, The Real Story of How Monopoly Was Invented is sure to be a great addition to classrooms and homes alike.