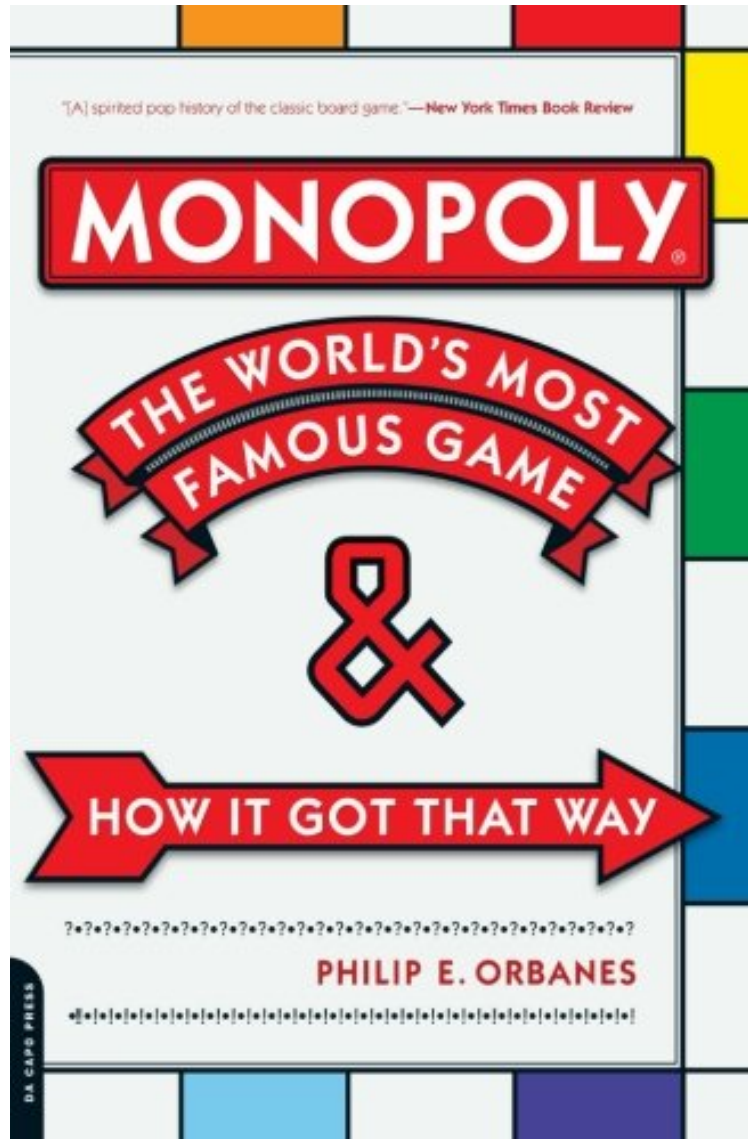


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Monopoly: The World's Most Famous Game--And How It Got That Way

Philip E. Orbanes

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#1361897 in Books Philip E Orbanes 2007-10-09 2007-10-09 Original language: English PDF # 1 9.00 x .71 x 5.90l, .82 #File Name: 0306815745312 pages Monopoly The World s Most Famous Game And How it Got That Way | File size: 28.Mb

Philip E. Orbanes : Monopoly: The World's Most Famous Game--And How It Got That Way before purchasing it in order to gage whether or not it would be worth my time, and all praised Monopoly: The World's Most Famous Game--And How It Got That Way:

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review helpful. Read the first 80 pagesBy CJThis is an extremely informative book on the early history of monopoly, and how it went through its changes to become the cultural mainstay it is today, and likely will continue to be so. After the initial history, the author starts wandering off into his rather elementary perceptions of US history and how they affected the game. I seriously had to fight off the eye glazing effect for the rest of the book, though there are some parts of the author's firsthand accounts of Monopoly tournaments that are mildly interesting. For an bargain book, worth the money, otherwise no way.1 of 1 people found the following review helpful. Good book!By johnnaThe is a great book for Monopoly fans. It is loaded with information and fun facts. The history and the photos of the first boards our wonderful. My son and I both enjoyed reading through the book together.

Philip Orbanes, master of all things Monopoliana, traces the remarkable story of the world's most famous board game, from its origins as a collegiate teaching tool in the early twentieth century through Monopoly's explosive growth in the postwar decades, to the game's current status as a fixture in homes across the globe. Along the way, Orbanes includes memorable Monopoly personality portraits, surprising Monopoly legends and lore, and an extraordinary tour of the ingenious advertising that contributed to the game's rise in popularity. This is the first and only book to cover comprehensively the origin, growth, and global reach of the game that has become a universal and everyday cultural icon.

From Publishers WeeklyIn his account of the development of "the most significant money game in history" (200 million copies sold in 60 countries since 1935), former Parker Brothers vice president Orbanes (*The Monopoly Companion*) sets the game against a backdrop of political and economic events spanning a century. He introduces entrepreneurs and game inventors, beginning with Elizabeth Magie, who created the Landlord's Game in 1903 to educate people about Henry George's idea of a "single tax" on landlords (it even had a space called "No Trespassing/Go to Jail"). Initially unpublished, it circulated among game players in handmade copies on oilcloth. In 1930, Quakers in Atlantic City added local street namesIllinois, Pennsylvania, Mediterraneanto their handmade variation, which became the source of the Monopoly game that Charles Darrow marketed in 1934. Tracing this evolution, Orbanes covers collectors, foreign editions, memorabilia, licensing, copyrights and trademarks with fascinating details: Esquire magazine's Esky was the springboard for Monopoly's cartoon financier, and the metal tokens were inspired by the charms from charm bracelets that Darrow's 11-year-old niece used as game pieces. Orbanes heightens the readability by interweaving his own personal storyat Parker Brothers, which he joined in 1979, and judging Monopoly world tournamentsthroughout this lively chronicle that puts the iconic game in the context of a slice of social history. 32 pages of bw photos, 40 illus. throughout. (Nov. 30) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.From BooklistWho would have thought that Monopoly, the world's best-known board game, originated from an educational game created by a proponent of the obscure Progressive "single tax" theory? Elizabeth Magie's innovative game, Magie's Mother Earth, which eventually came to be known as the Landlord Game, circulated underground on college campuses for 30 years before a man named Charles Darrow put in place most of the elements which remain to this day. Orbanes, who has played a special role in the evolution of the game, serving as chief judge at the U.S and world Monopoly championships, unearths rare stories, drawings, and photographs of a long and previously unknown history of Monopoliana--an explosive craze that took hold in the darkest throes of the Depression era to bring hope and diversion to a population desperate for better times. The game, which harkens back to the era of powerful trusts controlled by men like Andrew Carnegie, John D. Rockefeller and J. P. Morgan, still survives despite the dominance of video games, and this release may find it a new generation of devotees. David SiegfriedCopyright American Library Association. All rights reserved Tucson Citizen, 5/8/08 A book that explains, at least in part, why 250,000,000 sets have been sold worldwide and why this uniquely American board game continues to fascinate and entertain even after seven decades in the marketplace. Hooters A book with trivia galoreJust for keeping dad honest at the next family bash, we have to give this a thumbs up.Boston Globe, 10/22/09 The definitive reference book.