

# Monopoly Encyclopedia Article

## Monopoly

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# Contents

<a href="#">Monopoly Encyclopedia Article.....</a>	<a href="#">1</a>
<a href="#">Contents.....</a>	<a href="#">2</a>
<a href="#">Monopoly.....</a>	<a href="#">3</a>

# Monopoly

Invented, ironically, during the Great Depression of the 1930s, the game of Monopoly symbolizes and exploits the capitalist ethic and was an immediate success. It became the quintessential American board game and, by the late 1990s, was still the world's biggest selling copyrighted game, licensed in 43 countries and published in 26 different languages. Inspired by The Landlord's Game invented by Lizzie J. Magie, Charles B. Darrow (1889-1967) developed Monopoly using the street names from Atlantic City, New Jersey. In 1935, he sold the game for a royalty to the game manufacturers Parker Brothers. Based on the working principles of capitalism and real estate, the objective of the game is to become the wealthiest player, "bankrupting" all others (one of whom plays the bank), through buying and selling properties, building houses, charging rents, and handling mortgages, utilities and interests. There are numerous editions of and variations on the Monopoly game, which has evolved into a worldwide phenomenon, leading in 1973 to the creation of the National and World Monopoly Championships.

## Further Reading:

Brady, Maxine. *The Monopoly Book: Strategy and Tactics of the World's Most Popular Game*. New York, D. McKay, 1974.

Darzinskis, Kaz. *Winning Monopoly: A Complete Guide to Property Accumulation, Cash Flow Strategy, and Negotiating Techniques when Playing the Best-Selling Board Game*. New York, Perennial Library, 1987.