

0. How the Game of Monopoly Saved Over 10,000 Soldiers - Story Preface

1. Clutter Hutton and the MI9
2. The Creation of an Escape Kit
3. Hidden Tools of Escape
4. How Escape was Carried Out
5. Plan was Top Secret for 62 Years



Almost everyone has played the game of Monopoly. Although there is evidence that the idea for the game of Monopoly was stolen, it is popularly agreed that the game was created in 1933 by Charles Darrow. In 1935, he sold it to Parker Brothers Company.

The American-based game quickly became one of the most popular board games in the world. In 2007, people found out that during World War II the game played a major role in assisting prisoners of war to escape German prison camps. It gives a whole new outlook on receiving a "Get Out of Jail Free" card!

This is the fascinating story.

Footnotes:

- 1) HoneyedFigs, Do Not Pass Go, Honeyedfigs, Mar/20/2010, Sep/16/2015,
http://www.honeyedfigs.com/2010_03_01_archive.html

See Alignments to State and Common Core standards for this story online at:

<http://www.awesomestories.com/asset/AcademicAlignment/How-the-Game-of-Monopoly-Saved-Over-10-000-Soldiers>

See Learning Tasks for this story online at:

<http://www.awesomestories.com/asset/AcademicActivities/How-the-Game-of-Monopoly-Saved-Over-10-000-Soldiers>

Media Stream



Monopoly Game, 1939

Truth or Fiction

View this asset at:

<http://www.awesomestories.com/asset/view/Monopoly-Game-1939>