# Exploring the real London behind Monopoly's fictional streets



The classic board game Monopoly, a staple in many households, has garnered both adoration and critique for its combination of strategy and lengthy gameplay, often resulting in heated competitions among players. First released in the United States, the game's design prompted a British version that reflects various iconic locations in London, selected in 1935 by Victor Watson, the managing director of John Waddington Limited.

Players of Monopoly aim to accumulate wealth by purchasing and managing properties that mirror real-life sites in the capital. The objective is straightforward: bankrupt your opponents by charging them rent when they land on your properties. The game has become a cultural phenomenon, with many tourists seeking to visit the locations featured on the board. However, two streets which appear prominently do not exist in reality, creating a point of intrigue for fans of the game.

Marlborough Street and Bond Street, although included in the game, are not actual locations in London as players might hope. Marlborough Street's inclusion is particularly misleading; it appears to derive its name from the Marlborough Street Magistrates Court. In fact, the court is situated on Great Marlborough Street in Soho, rendering the street on the Monopoly board a misnomer.

Similarly, Bond Street, celebrated in the game, does not exist in the singular form as listed. London features both New Bond Street and Old Bond Street, yet the third designation of Bond Street found in the game is fictitious. Tourists planning a Monopoly-themed exploration of London would thus need to adjust their itineraries, as these two streets do not correspond to identifiable landmarks.

The legacy of Monopoly continues to spark interest, with its mix of nostalgia and competition. However, the intricate details about its geographical inaccuracies provide an additional layer of engagement for aficionados and curious visitors alike. The game, while rooted in reality, invites players into a world where the line between fact and fiction blurs, highlighting the evolution of cultural narratives surrounding iconic locations in one of the world’s most visited cities.

Source: [Noah Wire Services](https://www.noahwire.com)

## References

* <https://en.wikipedia.org/wiki/History_of_Monopoly> - This URL provides historical context about Monopoly, including its origins and evolution, which supports the game's cultural significance and its impact on popular culture.
* <https://stevenberlinjohnson.com/a-secret-history-of-monopoly-a367445e1ddc> - This article delves into the secret history of Monopoly, discussing its origins and how it became a cultural phenomenon, which aligns with the game's enduring popularity and influence.
* <https://blogs.bl.uk/business/2023/03/lizzie-magie-and-the-history-of-monopoly-1.html> - This blog post explores the history of Monopoly, including its development and how it became a staple in many households, which supports the game's widespread recognition and cultural impact.
* <https://www.britannica.com/topic/Monopoly-board-game> - This URL would provide general information about Monopoly, including its gameplay and cultural significance, although it is not directly available in the search results.
* <https://www.visitlondon.com/things-to-do/london-attractions/monopoly-locations> - This URL would likely discuss Monopoly-themed locations in London, supporting the article's mention of tourists visiting sites featured in the game, though it is not directly available in the search results.