

Creator of the Game Monopoly—Born in Macomb, Illinois



222 North College Street, Macomb, IL

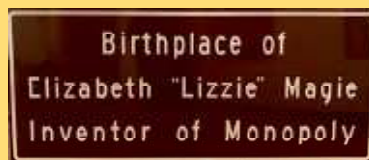
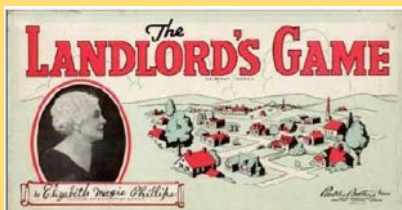
Elizabeth “Lizzie” Magie started her life in this small 783 square foot home located in the northeast section of Macomb. The 22 x 18 foot barn still stands in the backyard of this property.

Built by Joseph Martin in 1855 the home was sold to James K. Magie in 1864.

Elizabeth J. Magie Creator of



Visit the historical display of Lizzie Magie’s inventions at the Macomb Area Convention & Visitors Bureau located in the historic Macomb train station: 120 E. Calhoun Street, Macomb, IL



Macomb Area Convention & Visitors Bureau

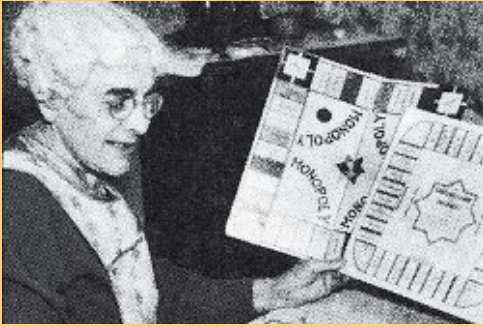
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Macomb, Illinois 61455
www.visitforgottonia.com

The Game Monopoly was first known as The Landlord’s Game



Elizabeth J. Magie
Creator of the Landlord Game

Born In Macomb,
McDonough Co., Illinois



Elizabeth J. Magie

Elizabeth was born in Macomb, IL on May 9, 1866, in a small home located at 222 North College Street. She was the daughter of James K. Magie of New Jersey and Mary Jane Ritchie of New York.

James K. Magie first purchased the home in which Elizabeth was born on October 1, 1864 and sold the home to a Mr. Bigger J. Head on September 3, 1866. The Magie's then moved to Canton, IL where James purchased the interest of Mr. Alpheus Davison for the Canton Weekly Register Newspaper in October 1866.

Elizabeth being the daughter of a journalist and well educated by her father was certain for greatness. Influenced by the book, "Progress & Poverty" written by Henry George, lead Elizabeth "Lizzie" to the creation of "The Landlord's Game" which eventually became known as the game of "Monopoly".

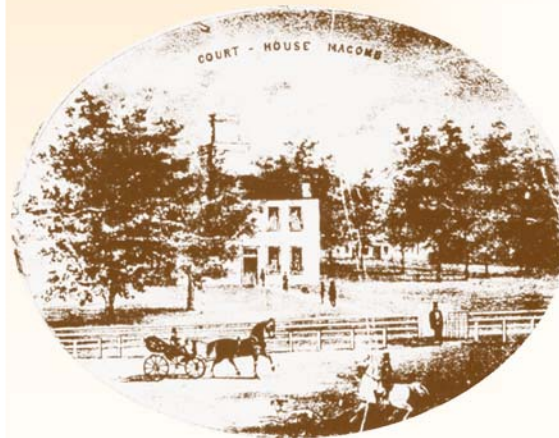


Early Life in Macomb

James K. Magie was an abolitionist and followed politics closely. He had accompanied Abraham Lincoln on his travels and urged Mr. Lincoln to have his photograph taken here in Macomb.

Her father at the time was the proprietor of the Macomb Journal Newspaper. James Magie first purchased half interest in the paper in the spring of 1861 and in 1863 was the sole owner of the Macomb Journal until he sold his interest to B. R. Hampton in 1865.¹

He enlisted in the army for the Civil War on August 1, 1862 in Macomb and mustered out on June 7, 1865. On July 21, 1865 James K. Magie was appointed as the U. S. Postmaster in Macomb until September 19, 1866.²



Macomb Courthouse Square 1861

1. History of McDonough County 1878

2. National Archives U.S. Appointments of Postmasters 1832-1971.

3. Condensed from a Feb. 13, 2015 *New York Times* article by [Mary Pilon](#), author of the book, [The Monopolists: Obsession, Fury, and the Scandal Behind the World's Favorite Board Game](#).

The Game



Patented January 5, 1904

[The Landlord's Game](#) In 1903 Lizzie Magie filed a legal claim for the above game, which was more than three decades before *Parker Brothers* began manufacturing [Monopoly](#).

"Magie's game featured a path that allowed players to circle the board, in contrast to the linear-path design used by many games at the time. The plat of the board game is surprisingly similar to that of [Macomb's Downtown Square](#). In one corner were the Poor House and the Public Park, and across the board was the Jail; Macomb's Jail, incidentally was, at that time, in one of the corners of the Square. Also included on the board were three words that have endured for more than a century after Lizzie scrawled them there: "Go to Jail." She called her creation, The Landlord's game.

It was a version of this game, years later, that Charles Darrow was taught by a friend, played and eventually sold to Parker Brothers under the name of [Monopoly](#). The version of that game had the core of Magie's game, but also modifications added by the Quakers to make the game easier to play. In addition to properties named after Atlantic City streets, fixed prices were added to the board. In its efforts to seize total control of [Monopoly](#) and other related games, the company struck a deal with Magie to purchase her [Landlord's Game](#) patent and two more of her game ideas not long after it made its deal with Darrow.

While Darrow made millions and struck an agreement that ensured he would receive royalties, Magie's income for her creation was reported to be a mere \$500. But no one could have known that [Monopoly](#) wouldn't be a mere hit, but a perennial best seller for generations".³