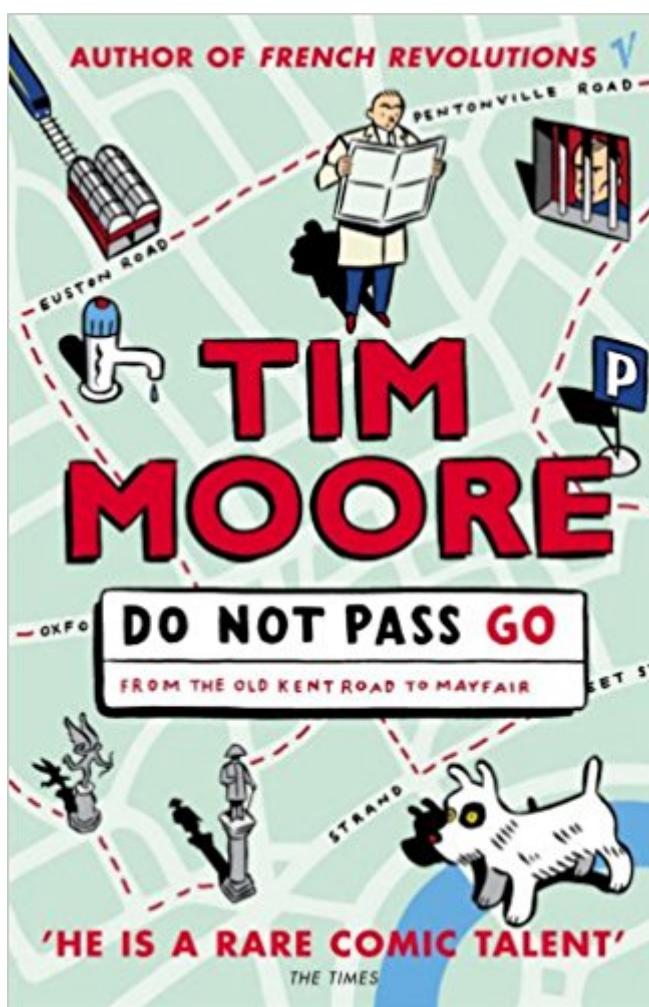


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# DO NOT PASS GO: FROM THE OLD KENT ROAD TO MAYFAIR



## Synopsis

A book that tells the story of London since the Thirties through the 26 streets and stations of the Monopoly board. Acclaimed comic writer Tim Moore travels through the best and the worst that the city of London has to offer. He will stay in hotels in the Old Kent Road and Mayfair; visit Pentonville prison; search for Free Parking; contemplate how the grotty cul-desac that is Vine Street made it onto the board; visit The Angel, Islington - which isn't a road at all but a pub - and who knows, along the way, he could even win second prize in a beauty contest. A funny and meticulously well-researched book, *Do Not Pass Go!* offers the reader a page-turning history of London through the world's most popular board game.

## Book Information

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## Customer Reviews

'Moore is a talented and very funny writer' Daily Telegraph 'Hailed as the new Bill Bryson, he is in fact a writer of considerably more substance and the jokes come thick and fast' Irish Times

Prompt delivery. Product as described.

Even though it the book shipped from the UK, it arrived within a week of being ordered and is in better shape than I had expected. . . . . Thanks !

"A carton of jellied eels, please,' I said, with all the enthusiasm of a child forced to choose between raw tripe and a bearded great aunt." *ÀfÃ¢Â* from *DO NOT PASS GO*, Tim Moore on The Browns ordering a snack along the Old Kent Road" They say eating an oyster is like swimming

in the sea with your mouth open, but taking all consistency issues into account (jellied eel) was more akin to biting the hand off a corpse dragged out after three weeks in the Thames."

ÃƒÂ¢Ã  ¬Ã  ª Tim Moore "Piccadilly Circus at night used to be like standing inside a giant pinball machine with three balls on the go and Roger Daltrey battering the flappers. Now it's like watching a kid over the road turn his PlayStation on." ÃƒÂ¢Ã  ¬Ã  ª from DO NOT PASS GO, Tim Moore bemoaning the loss of neon in the after-dark Circus" ... (Selfridge's) wooed women off the pavement with the promise of warmth, excitement and flushable porcelain fixtures ..."

From DO NOT PASS GO, the author describing the early 20th-century rise of the Oxford Street department store Since London is my very favorite city, my knee-jerk response is to acquire and read just about any book on the place. In this case with DO NOT PASS GO, I did so without any knowledge of the title's significance. You see, I've never played Monopoly in my life. Not even once. I'd never even seen the playing board before calling up on the Web a photo of the game's standard UK edition for the purpose of this review. Such statements by author Tim Moore such as the one immediately below left me pathetically uncomprehending: "Criminal psychologists and addiction counsellors could save a lot of time by scrapping all that blather about personality profiles and upbringing in place of a single yes or no question: have you ever landed on a Park Lane hotel and then rolled a double one?" Moore's love - well ok, obsession - with the game inspired this travel narrative, a walking tour of London determined by the squares on the periphery of the (UK) playing board. For those unacquainted with this version of the game, the squares are: King's Cross - a mainline rail terminus The Purples - Pall Mall, Whitehall, Northumberland Ave. Free Parking - virtually impossible to find in London The Yellows - Leicester Square, Coventry Street, Piccadilly Go To Jail - for Tim, Her Majesty's Prison Pentonville The Oranges - Bow Street, Marlborough Street, Vine Street Water Works - for Tim, the Crossness Southern Outfall Works The (Other) Stations - Liverpool Street, Fenchurch Street, Marylebone The Reds - Strand, Fleet Street, Trafalgar Square The Light Blues - The Angel (Islington), Euston Road, Pentonville Road Electric Company - for Tim, the Lots Road Power Station (shut down in October 2002) The Greens - Regent Street, Oxford Street, Bond Street The Dark Blues - Park Lane, Mayfair The Browns - Old Kent Road, Whitechapel Road Lucky for me, the author spends only minimal text referring to actual Monopoly play. Rather, with the same dry wit and self-deprecating humor displayed in "You are Awful (But I Like You: Travels Around Unloved Britain)" and "I Believe In Yesterday: My Living Hell in Living History", Tim's book comprises an entertaining and informative tour of the locations he visits and walks through. I would never have to come up with an excuse to visit London; I'd just go, even if the price was to eat a helping of jellied eels when I arrived. That said, DO NOT PASS GO compels

me (next time) to walk Oxford Street and penetrate into the heart of Mayfair, neither of which I've bothered to do on a multitude of previous visits for no reason that I can think of at the moment. And Moore's excellent account just as certainly makes me determined to avoid the Old Kent Road as a rewarding destination. Any travel essay that leaves me with unambiguous feelings about the topic has done its job and DO NOT PASS GO meets and exceeds this standard.

Being an Anglophile and a London lover, I picked this book up looking for an entertaining way to get to know the city better. I did learn a lot of new facts such as why certain places have the names they do, and great history of some of the establishments that are or have been on actual UK monopoly board spots. Sometimes I found the writing a little slow going at times, but it would pick back up after a while. As someone else mentioned some of the British references might be a little confusing to those speaking American English or not familiar with British culture. One of the parts that I was especially interested in was the history of the Lyons Corner Houses. I never knew they existed not having grown up in the UK. I became so interested that I started doing my own research to find out more about this lovely sounding establishments. I can recommend this book to people who enjoy travelogues, and those who are interested in learning more about British culture.

A very funny, well written book that covers the historical/architectural/philosophical stories that come from one of the world's largest cities. Combining humour with acid insight Moore is an excellent narrator on his personal story of travel around London. Following the old monopoly board this book gives the same treatment to London as Bill Bryson gave to Australia in "Down Under". From Piccadilly to Park Lane, from Marylebone station to Mayfair, Moore talks about how London was when Monopoly was first introduced, and how it is now some time later. This is a great book for travellers and citizens of London alike.

Although amusingly written I cannot say I found it LOL funny but it is an entertaining and interesting read with plenty of facts thrown in for you to bore anyone who might be unfortunate enough to be in the room with you whilst you're reading it :) As the synopsis states; armed with a dice, board and his copy of a 1933 London Directory Tim Moore visits each of the places mentioned on the Monopoly board... yes, even the Waterworks and Free Parking!! Being a 'Leeds lass' the history of John Waddington Ltd who bought "...the Empire and European rights..." in 1935 was also interesting. As well as discovering what the places on the board were like back in 1935 when they were chosen, as Tim travels the capital we view 'The Reds' etc. through his eyes in the present day (well, 2002). The

law connection of 'The Oranges' and the high life of 'The Yellows'..oh and yes...when 'gaol' became 'jail' ~ flippin' yanks! ;-)

I enjoyed "Continental Drifter" so decided to follow up with this episode. Those who found the British references in that one tough will find this one even more difficult (confusing). Personally, I think having been to London helped me to envision some of the sites; otherwise, I'd have been kinda lost in places, too. Recommended for Anglophiles, AYOR for others. Oh yeah -- rehashing plots in reviews is a pet peeve of mine, but I'll say here that Mr. Moore makes a point of visiting all of the squares on the [London-based] Monopoly board, including "Jail," "Waterworks," and the "Electric Company."

Unless you are a Monopoly addict or a Londonophile, the only good parts are the trivial knowledge that you pick up as you flip through the pages, e.g. who invented Cluedo, founder of Salvation Army; who is Gordon Selfridge, etc.

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