Staff Members Create Novel Game of Identifying Out-of-State Auto Tags

Several years ago the master mind of the College of Engineering, Jack Hodgdon, was working within the walls of the gap, using his pencils and his mind, to develop a new game. He knew that this game had to be the best, that it had to be stimulating, and most of all, that it had to be unique. He spent countless hours working on his creation, and finally, after many trials and errors, he came up with a game that he believed was the best.

This game was called "Auto Tag." It was a game that required players to identify the state of origin of a car. The players would have to use their knowledge of geography and history to match the car's license plate with the correct state. It was a challenging game that required players to think critically and creatively.

The game was a huge success, and soon it became the most popular game on campus. Students and faculty members alike loved it, and it quickly became a staple of student life. The game was played in dormitories, fraternities, and even in the classrooms.

In honor of Jack Hodgdon's creativity and innovation, the game was named in his honor. The game of "Auto Tag" has since become a symbol of the ingenuity and spirit of the MIT community.

The game is still played today, and students continue to be challenged and entertained by its unique and engaging nature.