Find the Flowers vs Minesweeper

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David Vronay writes about the difficult balance that has to be maintained between people who like the classic Windows game Minesweeper and people who are (understandably) upset that Windows includes a *game* about landmines, trivializing a very serious issue. (Yes, the image used in the game is a water mine, not a land mine, but that's scant consolation.)

By the way, David, you see, the idea behind "Find the Flowers" is that it's bad to step on flowers.

Raymond Chen

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