

Denmark made the Game Minecraft is the Reason why we don't Get Nice Things

Let's face it: Learning about your country's government and its policies isn't always the most exciting thing to do in the world. That's why the Danish Geodata Agency recreated the entire country of Denmark in 1:1 scale in Minecraft to make learning more fun. The Internet decided to teach the Danes a lesson about... we don't even know. Why the world can't have nice things?

In spite of the DGA turning off dynamite on the map they created which comprised more than 4 trillion blocks and 1 terabyte of information - intrepid Minecraft gamers discovered that the game's in-game carts which carried the dynamite remained in use. *peessoa* This allowed players to attack areas of virtual Denmark, placing American flags or tanks in their place. Classy.

DGA spokesman Chris Hammeken told UK news site The Register that only minor areas were affected, and that the DGA is not planning to reboot the map. "We think that it is the nature of playing Minecraft - elements are destroyed and new ones are being made," Hammeken said. "Therefore we won't re-launch the game of Denmark in Minecraft. We may occasionally rebuild minor areas, if buildings have been destroyed and no new structures are being constructed.

If you're interested in finding out what's happening to virtual Denmark The DGA still has it available to download. [Image: Mojang]