

# Snake '97 High Scores

*Game inspired art by Zena Van den Block*

Willem L. Middelkoop

Apr. 18, 2022



Last week I received a very kind invitation from a Belgian artist, to attend her art exhibition in Antwerp. The work on display involved the Snake '97 game that I have created. Uttering to find the right words and thrilled with excitement, I happily accepted the invitation!

## Snake 97: Retro phone game

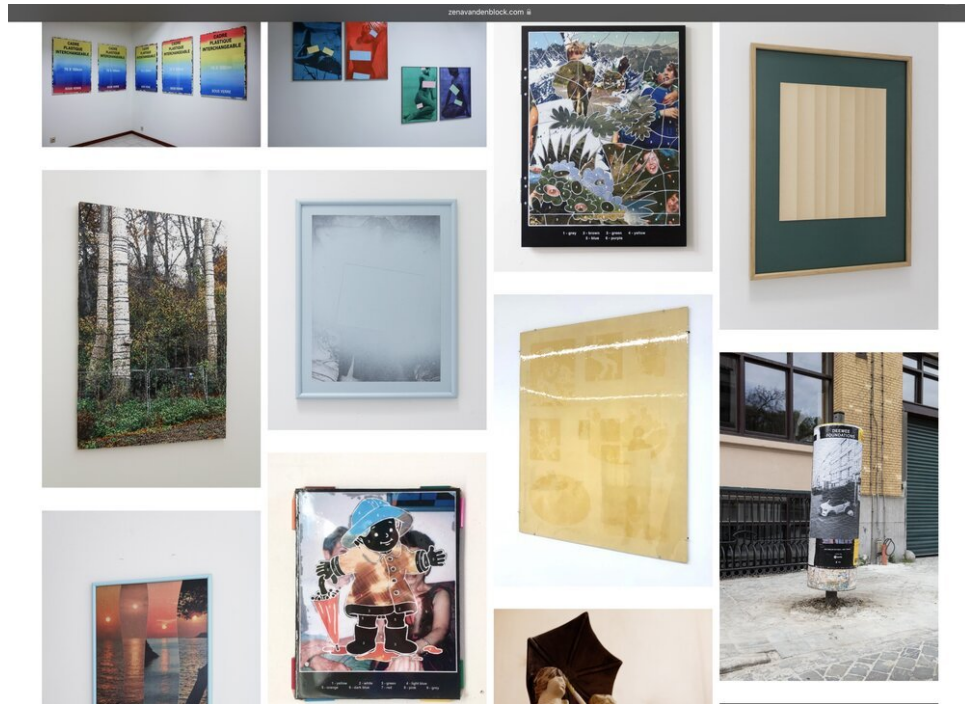
Chances are you have heard or seen the game I have created: [Snake 97](#). The dot-matrix graphics and monotone sounds enable millions of fans to get a dosis of nostalgia in retro phone gaming. While [I created the game by accident](#), its impact hasn't stopped amazing me.



*Snake '97 - your dosis of retro game nostalgia*

## **Zena Van den Block**

Among the fans of the game is Zena Van den Block (1995), a Belgian artist who inspires by creating visual art in unexpected ways. Often through play and chance, she searches for translations of patterns that she discovers around recurring habits using images from popular culture. By creating context or by purposefully reversing it, her work makes your rethink the visuals you (think you) know.



*Work from Zena Van den Block (source [zenavandenblock.com](http://zenavandenblock.com))*

For her work involving the Snake game, she meticulously collected her end game screens. She uses the final arrangement of the Snake, often in nearly impossible twists, as building blocks on her canvas.

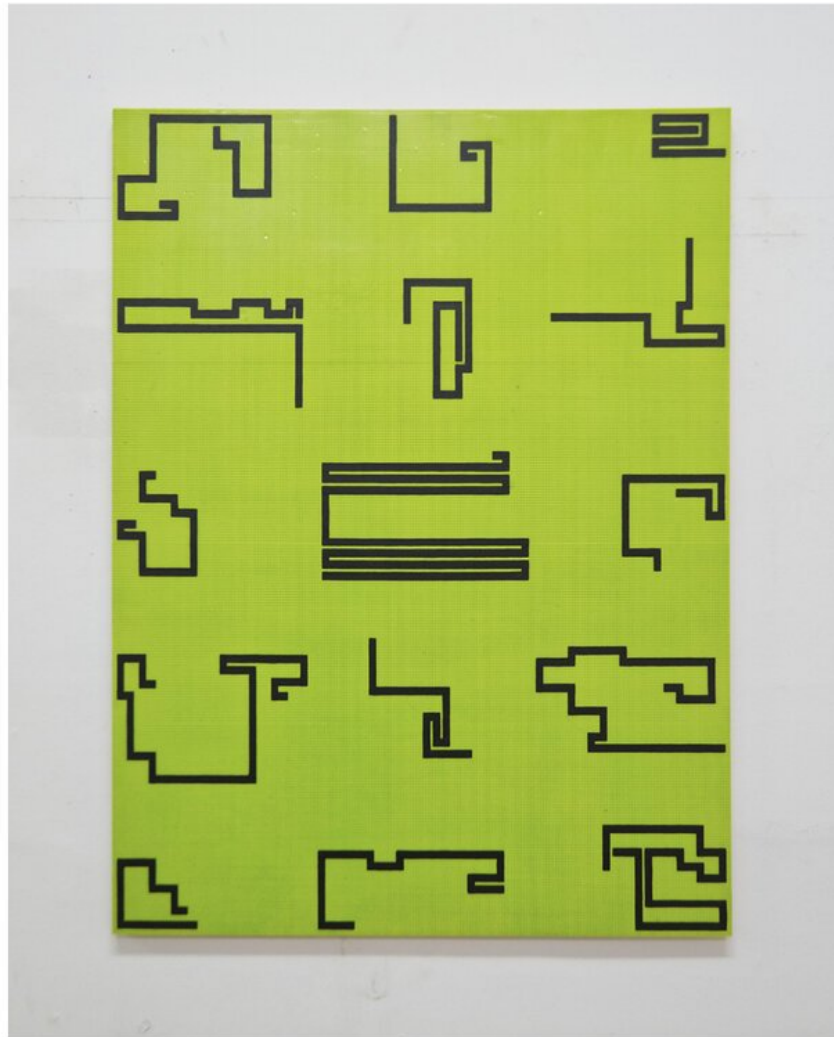
**Sr**

SECONDrOOM  
Terlinckstraat 30  
2600 Antwerp

**ZENA VAN DEN BLOCK**  
**HIGH SCORES**

**SATURDAY APRIL 16 / 18h - 21h**

APRIL 23: WERNER DE VOS  
MAY 07: AGA GABARA

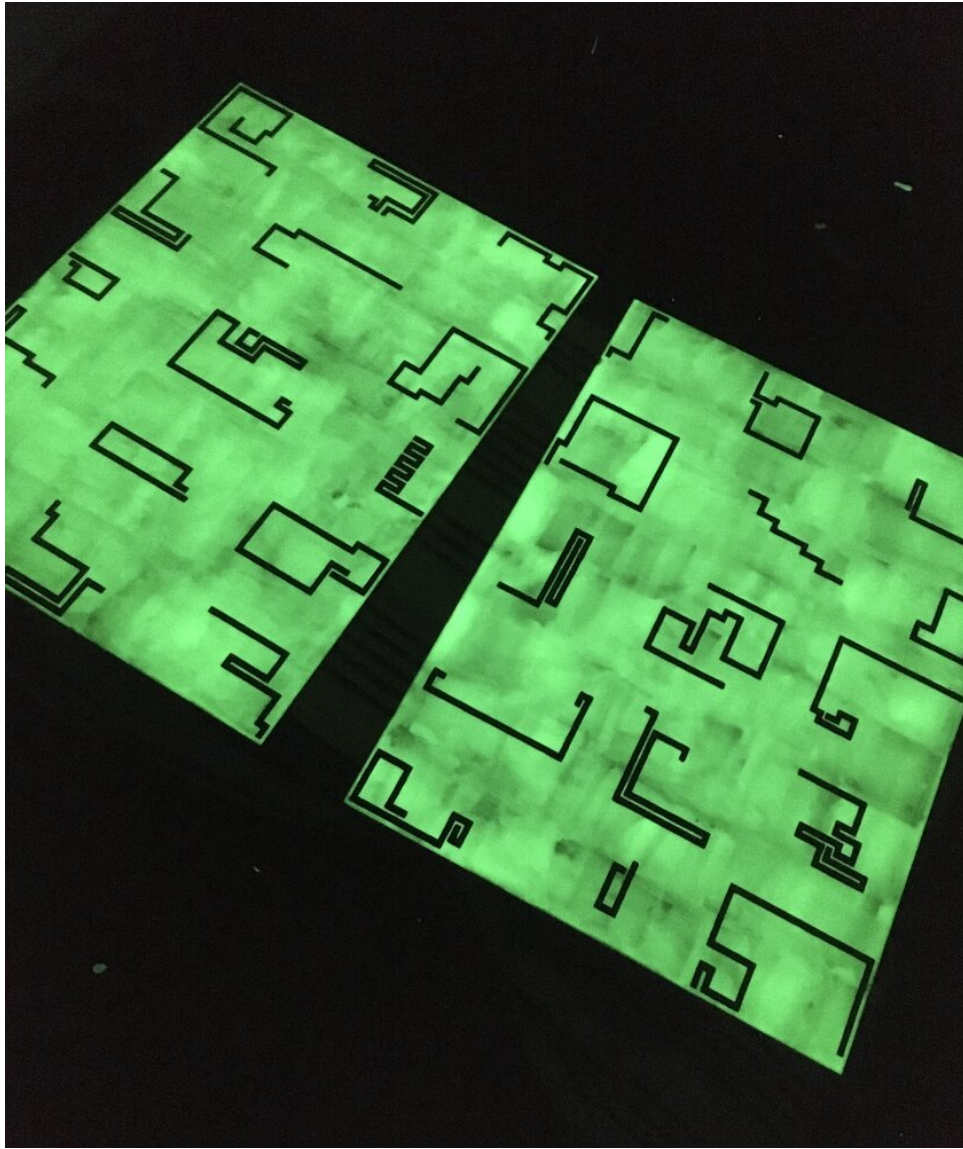


WITH THE SUPPORT FROM PLATTVORM

*Snake art works in SECONDrOOM Antwerp: "High Scores" by Zena Van den Block*

In addition to the dot-matrix lines on the canvas, the funky old school green glows in the dark. It took her months to find the right mix and to perfect her application technique. The "High Score" art pieces are finished with a plastic-like surface, perfectly completing the retro vibe of yesteryear's mobile phone displays.





*The art works glow in the dark*

## **SECONDRoom Antwerp**

Named after the original exhibition room in the founder's apartment, [SECONDRoom](#) organises exhibitions with a short-lived vernissage, giving expositions an intimate character. This setting allows you to connect with the artist and other spectators.

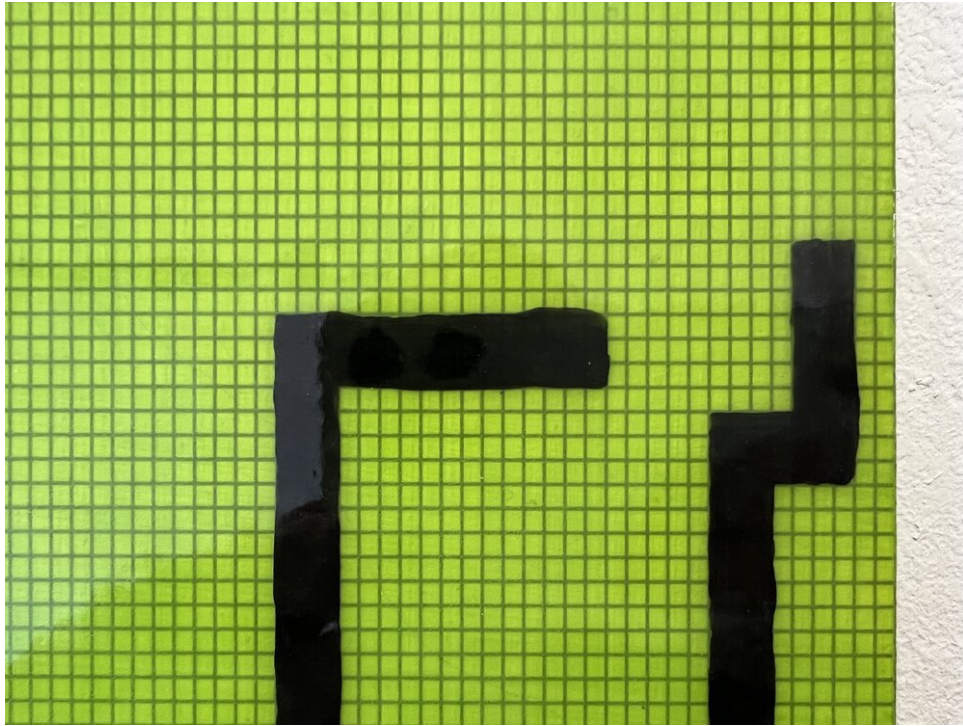


*Meeting Zena Van den Block: the intimate character of SECONDroom offers plenty of room to connect*

As the creator of [Snake 97](#) I have seen the graphics of the game a *bazillion* times. Yet, experiencing the graphics as genuine art feels totally different. Humbled and uttering to find the right words I examined these works of art.



*Game graphics elevated to genuine art works*



*Amazing detail: green dot-matrix canvas, manual brush strokes and a glossy plastic like surface*

## Conclusion

I can only think of one word to describe seeing Snake exhibited as art: WOW! People often ask me what the Snake game has earned me... Well, I find it hard to think of something more valuable than the privilege of meeting amazing people like Zena. Nokia's well-known slogan "*Connecting People*" seems ever more applicable to Snake. I am incredibly grateful!

- Zena Van den Block [website](#) and [Instagram](#)
- [SECONDRoom Antwerp](#)
- [Play Snake 97](#)





*Look ma: me standing next to Snake art! WOW!*