

This is a game that requires a microscope to play.

Patrick Gillespie introduces the new Subpixel Snake game based on the classic game and has shrunk the game down to the point where users need a microscope to play it the way they want.

Earlier this week, Patrick Gillespie took to YouTube to show off a new take on the classic game, Subpixel Snake. Gillespie shrunk the game down to the point where you'd need a microscope to play it properly. The game can also be played in a web browser at maximum zoom. and then using Windows' magnifying glass feature at maximum.

For those unfamiliar with subpixels, your screen is made up of tiny squares called pixels. Inside each of those pixels is a subpixel, typically red, green, and blue. And by controlling the brightness of these subpixels, the screen can reproduce most of the colors in the human visual spectrum. Subpixel Snake will manipulate one subpixel to eat another like a regular game of Snake. Even when zoomed in all the way, your space to move within the subpixels is quite limited and the visibility isn't as clear as a regular microscope, but it works.

Subpixel Snake is a great addition to the classic Snake game that was first released in 1998 with the Nokia 6110. If you want to experience this game, visit the Github page at the link below.

Subpixel Snake: The Web's Smallest Game

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