GAME REVIEW
by Costantino Oliva

TxK

Developer: Llamasoft
Platform: PS Vita
Game Rating: ★ ★ ★ ★ ☆

TxK MARKS the return of seminal designer Jeff Minter whose career spans over 30 years. The recurring themes in Minter's works are frenetic action and psychedelic experiences. All these abound in TxK — a new arcade shooter for PS Vita.

The game starts off with the player in a wireframe setting being attacked by what looks like an army of angry ribbons. Soon you will discover that you are actually an oddly shaped spider(ish) creature that is crawling at extremely high velocity. Once your attacking abilities have been mastered, the environment will constantly reshape around you. Before you know it, you will find yourself upside down fighting enemies from every direction.

It is an exercise in minimalism; so much is achieved with few details. It is up to the player to make sense of the bizarre juxtapositions of graphics and sounds. Thanks to its unique style, TxK shines. ●

FACT or FICTION?

How do you cook the perfect steak?

Fillet is the best cut. Trust me. It's worth the money.

Use molecular gastronomy to take advantage of decades of researching how meat changes with heat. Science indicates that the best cooking temperature is around 55˚C, and definitely not above 60˚C. At a high temperature, myofibrillar (hold 80% of water) and collagen (hold beef together) proteins shrink. Shrinking leads to water loss. In the water lies the flavour.

To cook the fillet use a technique called sous vide. It involves vacuum wrapping the beef and keeping it at 55˚C in a water bath for 24–72 hours. This breaks down the proteins without over heating. The beef becomes tender but retains flavour and juiciness.

Take the beef out. It will look unpalatable. Quickly fry it on high heat on both sides to brown it. The high heat triggers the reduction of proteins or the Maillard reaction. Enjoy with a glass of your favourite red.

Send your questions to **think@um.edu.mt** and we'll find out if it's the truth or just a fib!