Deep sea adventure print and play

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Sea of Thieves is a scout-based pirate game that has great sailing mechanics, but the open plot won't appeal to everyone. You have to find your own way because it mostly draws on the emerging experience. Over the past few months, developer Rare has promised numerous changes to the game - from combat to quests - and through constant updates, has managed to turn it around. Recently, Sea of Thieves has even managed to become the most viewed game on Twitch. It is clear that the developer wants this success to continue today, announced Friends play free event. The developer said: Filled with thrills, spills, and the best kind of shenanigans, few in life are more enjoyable than a crew with friends in a sea of thieves. If you've never had fun, then this is for you - over the coming week we let every sea thief player invite three friends to join in the fun. Between February 6 and 13, anyone who owns Sea of Thieves (or who has played it through the current Xbox Game Pass subscription) will be able to invite up to three friends to try the game for free. You just have to visit the Sea of Thieves Friends Play Free website to invite three friends. The page will generate three codes that you can send. During this time, there is also a special event going on at which tasks you are with uncovering the lost treasures of the notorious Rum Runner. Anyone who buys the Friends Play Free code will receive a 35 percent discount when buying a digital game on Xbox Play Anywhere between February 6 and 27. Finally, more big news come March 20, so stay tuned until then! Watch the Xbox Game Pass on Amazon Watch Xbox Game Pass in the Microsoft Store We can earn a commission for purchases using our links. Learn more. In the last few years, we've seen everything from handcuffed keys to prescription drugs to come out of beds with 3-D printers. But Emma Lovell's story is one of the most compelling examples of technology in recent times. Emma was born with a rare congenital disorder called arthrogryposis, which prevents her from moving her arms. Older children and adults with arthrogryposis and similar conditions can use robotic prostheses to gain control of their movements. But at just two years old, Emma was too small to qualify as a candidate for such devices. However, at the arthrogryposis conference in Philadelphia, her mother saw the inventors of one of the most successful systems-Wilmington Robotic Exoskeleton, or WREX-present her work, and was so impressed that she contacted them anyway. A few weeks later, Lavelle and her daughter were in the playroom/workshop of Tariq Rahman and Whitney Semple at Nemours/Alfred I. duPont Children's Hospital. A test run with WREX confirmed their fears-WREX heavy metal parts were too big for Emma's small frame. Rahman and Sample started throwing around ideas for a smaller, lighter version of WREX that would work for toddlers like Emma. We thought, well, we could this is for her, recalls Rahman, referring to his lab 3-D printer, which offered the only viable way to make such tiny parts. They designed a plastic jacket that would allow Emma to use her body weight to manipulate her hands, and reworked WREX equipment to match the 2-year-old's ergonomics. It really started out as a method of creating a quick size and prototype function, Semple tells Co.Design. But we found that they were sturdy, lightweight and relatively quick to make and replace. He got to work modeling parts and print out a prototype using the same durable plastic used for Lego.For Emma, the benefits of WREX were immediate. The difference in weight is significant, says Emma's mom in a video about the lab. She outgrew it, and now we're on our second jacket. It is still evolving and growing into this incredible prosthesis. As it grows, the sample has been able to 3-D printing spare parts and rejigger sizes to match its frame change process, which will be exponentially slower and more expensive with traditional processing methods. It's one of those industries that fits perfectly with 3-D printing, and additive manufacturing, because we need to custom everything, Sample says. The machines are also incredibly accurate. This is especially a problem when dealing with parts as small as necessary for a 2-year-old, he adds. The sample got its start in robotics at Carnegie Mellon, where he earned a bachelor's degree in industrial design. It's pretty safe to say that I'm not your typical designer, he says by email explaining that his engineer friends at CMU were a major influence, though he didn't self-identify as an engineer, either. I'm just a creative hands-on manufacturer who has learned a lot from taking things apart to see how they work and being able to collect them afterwards. After working on human robots at school, working in the Nemor Applied Science and Engineering Laboratory was a natural transition. By collaborating with Rahman in his Pediatric Engineering Research Laboratory, Sample can apply its expertise in design and manufacturing to very real challenges in medicine. Since their success in Emma's case, the team has printed WREX jackets for more than a dozen other toddlers. Without a 3-D printer, we wouldn't be in the position we're in with these younger kids, says Rahman. In the video about the system, Rahman and Sample remember the moment when Emma uttered her first full sentence, after they took off their jacket to make adjustments: I want this. Alphadoku puzzles are similar to Sudoku puzzles, but they use letters instead of numbers. Each puzzle has nine letters to put in the grid, so none of them are repeated in any row, column or block. Fun occurs when one of the lines, columns or diagonals spells out the word. Name has the key to what it will be. The difficulty level is determined by how many letters have already been given and where they are in the grid. Grid. Grid.