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Or just as likely, we have questions and you have answers. Sign in Edit profile Unsubscribe Tell us about your hero father. Maybe he's your own father, the father of your children, or a father figure. And tell us why he's a hero: Is he the kind of person who runs into burning buildings to save others? Or maybe he's a dad who never shows up at baseball games and school concerts because he works three jobs to give his family a better life. Not all heroes enjoy the parade – so this is our chance to tell dad heroes in our lives how special they are. Share your stories, photos and videos here! Thanks for joining the conversation. Remember that your photos, content and comments can be used on the TODAY show and its digital and social platforms. You must be the parent or guardian of any minor featured in or parental consent in any content you post. If you have any questions, please contact today.community@tidalmail.com. Join the conversation to join or sign in to send! 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We can relive it in the middle of a public fuss or in a noiseless vault between our ears. The demons we face are always the same. It's our own fears of becoming who we are. No one who has ever lived - or will never be - has a path like ours. And yet our path is universal. It's every woman and every man. Steven PressfieldDid do you know you're the hero of your own story? Living life from behind your eyes, you're the protagonist, and you're the author. Some might say you're a co-author with destiny or your force majeure. You may have understood this at one point in your life, and circumstances have gotten in the way of your ability to clearly see that you can still be captain of your own ship. You know, on the path of every hero or heroine, the hero gets lost. The hero almost dies. The hero wants to give up. It's a big part of the journey, actually. If you're lucky, you'll find your way back quickly or after a while. Some people get lost for so long, they forget what it's like to be themselves. Know who once walked in their power, but now they are growing under the weight of their disappointments and losses. Sometimes the pain in life can seem too unbearable, and among us there are people who suffer harder, maybe even feel deeper. Pain is inevitable, but the suffering-story we tell ourselves about pain-is optional. We are all heroes and heroines - either we answer the call of our highest self or we don't. I'm sure we'll get lost if we don't answer, and most likely we'll find our purpose if we do. That's just part of the process. Sam Raimi said: When we read the stories of heroes, we identify with them. We'll take them on a journey. We see obstacles almost overcoming them. We see them grow as human beings or acquire qualities or show great qualities of strength and courage, and with them we grow in some small way. We all have a unique gift that seeks to come to life in us, and that's a challenge. After the call is received, then comes the initiation. The initiation we are going through involves tests, leaps of faith, actions that we need to take to get to the work that we have to do. This manifests itself in the form of everything risky that we want to acquire or achieve. If we want love and romance, we have to risk hurting ourselves and trusting the relationship process. If we are starting a business, we must move forward in time towards our vision often with failure after failure before success. You will have to persevere during the initiation. If you persevere and don't give up, you will appear when you have grown, stretched and expanded. You will find something rare and unique to give to the world. Being the hero of your own story means retreating from overpowering every moment and seeing that each path has a tide, up and down. Don't wait for someone to save you. Save yourself. Enter your power and become a hero or heroine of your own life. Subscribe to iTunes, Stitcher Radio or TuneIn (Pocket-lint) – The Society of Heroes was released in 2006, followed by two add-on packages and some of the highest critical response heapins on any strategy game. It remains classic and developer Relic has quite an obligation to deliver a sequel that can match first. But does he? Is The Society of Heroes 2 the game we've all been waiting for? What made the first Company of Heroes such a pleasant experience was its incredibly balanced playing style. There was no single strategy to win. A standard approach to build more than your enemy would not work, because experienced players could easily wipe out entire waves of units if they knew what they were doing. Fortunately, it was all translated into The Society of Heroes 2, but with even more. Players now have to contend with different types of terrain, which can slow down or speed up units. Greater emphasis is also placed on smaller cooperatives with more diverse skills. If micromanaging is your thing, then CoH 2 will be a game you can enjoy. The game consists of three rather different units each works better against another. Troop squads tend to do well against armour, but then the tank can be destroyed almost immediately by a well-placed piece of artillery. It is this vehicle against the soldier against the remote unit process on which the entire CoH 2 depends. If you get it wrong, then the units get lost very quickly. The game punishes you for not supporting soldiers with remote units and can stop the attack in its tracks if you come across a vehicle that you are unable to get out of. In addition to all unit planning, you also need to make sure that you control the movements of each individual team. The cover plays a big problem in CoH as you simply left click near the object and soldiers will automatically hide and shoot from behind it. The correct placement of soldiers can mean the difference between winning or losing a battle. Then comes the dynamic weather, which in the winter stages of CoH 2 can destroy any progress you could plan. As soon as the blizzard begins, the temperatures of the soldiers begin to drop. Marked by a small temperature gauge hovering around each unit, the colder they get, the closer they become to death. You could lose entire units for the winter. It can be repaired by fires, getting them into vehicles or into homes. The problem is, everything can be destroyed. The trick to winning then, in the colder stages, is to destroy all the means that the enemy must keep warm. Cruel, but very satisfying. Perhaps best of all is the way the scenery reacts to the freezing cold. The highlight of our time playing the game must be when we trapped a German tank in the middle of a frozen river. The more she tried to escape, the more ice underneath it burst, until it was eventually swallowed up by the river below. The game's true field of view mechanic also deserves a mention because it's pretty clever. Units under your command must be able to see the enemy so that you can see them as well. It works, and more often than not it leads us into an unfortunate ambush. The unit cap has been lifted much higher for this game, up to 135 soldiers in points that can test even the best of micromana managers. The game will also dissipate battles on multiple fronts in both single player modes and skirmishes, which can be very difficult. You really need to get good at grouping units together, hot keying them and then skipping between each in order to win. Back from the last game you need to collect resources by collecting waypoints. Fuel, ammunition and manpower all control what units you can build. Russians have extremely cheap produce units: conscripts who can be used to create stunning numbers to capture or defend a point. They are useless in themselves, but the fast build speed and low manpower means that the goalies are accelerating the speed at which you have to play. This is a much faster game than its predecessor. But really, CoH 2 gameplay hasn't changed much since First. Although not a bad thing, the original came out in 2006. We would like to see something dramatically different from what feels like The Society of Heroes 1.5.The same can be said about the appearance of the game, which makes it feel more like an additional package than a brand new title. At times it looks beautiful, but the Total War series and the fact that pc graphics cards have come a long way since the first game is graphically very disappointing. The scenes in particular are incredibly bad. The only player who follows the horrors of the Eastern Front during World War II is almost comically narrated by CG sequences that would look better if they were portrayed in the game. In fact, given the detail of some units, we really don't understand why each mission wasn't just a book-ended fast video using units on the screen. Weather details are the strongest point. Frozen rivers and patches of snow on soldiers' shoes are very small details. We love how you can use snow to track vehicles on the map and explosions and destruction of buildings are as good as ever. Compared to other recent strategy games, however, the graphics of The Society of Heroes 2 just aren't really up to scratch. Soon command and conquer will be released, or even titles like World in Conflict are much more impressive to look at. It's a shame, really, as when the original CoH was released, it was a graphic presentation on time. You may be wondering why we left the story side of things on the last part of our review. Simply put, it's the weakest part of the game and we didn't want to distract from the excitement of the new Company of Heroes game. The game takes place on the Eastern Front and tries to convey the terrible suffering that Russian soldiers went through in an attempt to stop Germany's advance across Europe. It's a number-shock exercise. The game repeatedly reminds you how many people died on the Russian side in World War II, through those poorly animated scenes or missions that accuse you of taking a point using a little more than an unlimited supply of conscripts. Fairly early into the campaign, ridiculously bad CG sequences left us wanting to skip any storytelling and just get to enjoy the gameplay. There are some standout moments during the CoH 2 campaign, but expect them to be created, not a story. The best works - and in our opinion is the strongest point for a single player - the Mission of the Theater of War. You can play as a co-op challenge, alone or against AI. You play short and sweet missions on both the German and Russian sides, which vary from moving a small squad to unnoticed to destroy a tank, to managing part of a large army advance. The real enjoyment of Company of Heroes comes from its multiplayer. Without the game is quite questionable AI, this is where it can really shine. Every game mechanics, from repairing enemy tanks to using them as their own, Hiding snipers in buildings must be used in order to defeat your enemy. Both the German and Russian sides are very balanced and require their own skills to be mastered. There might do with having a few more maps to choose from, but what's out there is very good, especially the winter version of the larger eight-player maps. Battles on them can continue for several hours, and the final win is very satisfying. New for Heroes Company 2 is the ability to upgrade and customize your army. You are assigned a set of generals that bring unique abilities, as in the first game, the difference is that you can choose the abilities yourself. This allows you to tweak the game further into your own game style and works particularly well the more time you devote to multiplayer. The verdict of Company of Heroes 2 irritates us almost every time we play. For all intents and purposes, this is the same game as the last one, bar a few clever game improvements. For this reason we like it as much as we loved the original. But the minute we stop playing, we get angry because we're thinking about what it could have been. It's a lesson in playing it safe, narrated by some very bad CG cut scenes, with some incredibly enjoyable gaming strategies thrown between them. This may not be the exciting new game Company of Heroes fans had hoped for, but after an hour of play that sense of familiarity will have been coming back for more. Writing by Hunter Skipworth. Skipworth.

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