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I have pretty awesome kids if I say so myself. They are kind and helpful, they are smart and they call their mom every day. They didn't get phones or social media until their teens, they were never allowed to bring a piece of technology to the dinner table, they're independent, good cooks, and I could go on. Every once in a while I have people ask me how I did it, damn it, I ask myself sometimes. Of course, I didn't do it alone. I have a village! I'd say I've done a few things unconventional, and I think I'm lucky. I was able to lift them out the window of time when the technology was new and useful and haven't gone completely bananas yet. I've never had a chance to seek parental advice from 1,000 people on Facebook, I said NO much, no matter what their friends parents said was ok. I never let anyone tell me everything would be fine if my gut and my heart said something different. There is no guide to parenting. We all know that. That's why we do our best and pull out the only experience we have. Being a child and how our parents raised us. There is a human cycle in which we raise our children for the world in which we grew up and the challenges we face. Our children face very different problems and have very different resources. As quickly as our world is changing, I believe, not enough of what is important. How we treat each other, our politics, our way of doing business, and if we continue to raise our children the way we always do, that's not going to change. I watch parents and schools focus too much on test results and results rather than traveling there to get there. About classes and goals instead of generosity and kindness. If we spent as many hours teaching gratitude and compassion, as we do algebra, could you imagine? We should be proud of C if they worked their butt to get it. Should we celebrate A if there was no effort to achieve it? We're not all good at everything, and it's important to teach that and take that early on. Raise your children to focus less on what they are learning and more about who they are learning. I wasn't a star student, and I didn't go to college, but it never held me back. The lessons I learned that made me successful are not the ones in the books. If I didn't pay attention to the people around me, I'd be in a completely different place in my life. I was successful because I had teachers who allowed me to take tests over and over again until I passed. They taught me that failure is OK, and try again. I'm successful because my mom lived in Laurie's World. She showed me that I don't have to live in the real world, but one that I decided to do for myself. I'm successful because my father I ask for help when I needed it. Try yourself and exhaust my resources, but before I give up - say I need help. I am successful because someone ignored my lack of experience and education education gave me a shot at the job, which I probably wasn't qualified for. Now I do it for others. I want my children to have that opportunity, too. I raised them to find these people in their lives. I want them to know that a standardized test doesn't define them. I may not have taught them to make their bed every day, but they know empathy and compassion. I raised them to show grace in the competition. I want them to learn how to choose who should be in their lives and let go of everything else. I raised them not to take anything less from friends, family, significant others, colleagues and managers. I raised them to choose joy. I don't raise my children for the modern world. I raise them for a world that does not yet exist, in the hope that they will create it. This post comes from the TODAY parent team community, where all members can post and discuss parenting decisions. Find out more and join us! Because we're all in this together. After tooling around in the corporate rpg space of Obsidian Entertainment for over a week I landed on a perfectly brief description: Outside Worlds fallout game wearing a fake mustache. It shouldn't come as a surprise. After all, Obsidian is the studio of Fallout: New Vegas, a game that many fans claim has delivered the best Fallout adventure in the first person of its generation. It was a bit rough when running, but matured into something memorable over time. The outside world has no such problems when running, at least in the PC version I played for review. Your journey through the stars is caused by short load times, attractive visual effects and usually polished performance. Also, what's important: a great letter from Leonard Boyarsky, one of the creators of the Fallout series, and his team. It is fair to think of the Outer Worlds as a spiritual successor. The story begins you as a deep space colonist who was recently unfrozen after a long period in hibernation. The mad scientist who knocks you out tells you that something happened to the colony ship that sent thousands of earth's best minds to their new home, and you're back to explore what's going on. There's some important backstory to lay out before you go any further. The outer worlds are set in an alternate timeline where President William McKinley was never assassinated, and Theodore Roosevelt never succeeded him. This timing setting laid the groundwork for a future ruled by megacorporations, including those that led to the accusation of colonizing deep space. Image: Obsidian entertainment Various interplanetary colonies that you visit during the Outer World are controlled by the region's competing business interests. It is a repressive environment that favours a small group of haves over sea of the poor -- people who don't even know enough about the world outside to appreciate the happy life they have they On. You take a walk and immediately proceeded to the right - or if you like, creating! - various wrongs. The story takes you from planet to planet as a sleuth your way through the mystery of what happened to your colony ship and what is really going on behind the scenes with all these corporations. As you'd expect from a Fallout-style RPG, there are tons of people you can talk to and open spaces to explore, and this leads to all sorts of additional side stories. Choosing is an important factor at every turn as you often have to decide how through your actions and dialogue choices as each scenario is played out. The outside worlds largely benefit from a deft scenario that makes good against evil a dark distinction in the many choices you encounter. One key early moment sees you caught between an oppressed company city and a nearby colony of deserters whose leader craves revenge on his former oppressor. The Outer Worlds is a Fallout game with a fake mustache. Before all this is finished, you can decide which of these communities to support and which to sentence to a slow death. Yes, the corporate city sucks because of who runs it, but the good people who live there deserve that fate? The deserters have carved out a happier and more comfortable life for themselves, but will their leader's lingering anger simply change the balance of the planet against the unimmunized divide in the opposite direction? This illustrates the moral dilemmas you constantly struggle with when the history of the Outer Worlds unfolds. There's not always the right or wrong answer, or a positive result in any situation. But the game is usually very good about making every situation feel open and up to you, rather than scripting around a small set of possible outcomes. Along with all this is a sticky action RPG shooter that you are shooting down or sneaking past armies of alien beasts and average people. Playing and leveling, you assign points to different skill categories that make you more effective in certain tasks and, in some cases, discover new abilities. It should be familiar material for fans of this kind of games, but the outside world introduces a few twists of its own. Accidentally occurring flaws give you the option of making some passive penalty statistics in exchange for free, performance-enhancing headpoints (usually only get new for every two levels received). The drawbacks are a one-off offer. If you choose not to take one, the opportunity is gone forever. You'll get a better chance of taking the flaw later, but there's no way to know when one will pop up or how harsh it's accidentally generated the penalty will hit you. Image: Obsidian entertainment, which, along with the categories of skills that bind directly to abilities, creates a stronger sense of attachment to the character that you are building. I found myself looking forward to unlocks and strategically think about the tasks outlined before me and the skills or abilities that I may need to solve them in a certain way. This sense of diversity in the way you build your character disappears towards the end of the game as you accumulate enough levels to excel in multiple categories. By the time the credits rolled on to my story, I was a hidden sniper and a natural leader with a knack for hacking and persuasion. But it was a gradual transformation, driven in different ways that I wanted to approach every challenge before me. One thing I would say to any Fallout fans: if you're the kind of player who likes to do a lot of sidequests and level outside the main story, start your game on Hard Difficulty settings. Your mileage may vary, but Normal felt too easy for me. The outside worlds are a particular kind of game for a particular kind of crowd. Whether you're looking forward to following Fallout scrolls or Elder Scrolls or something else, this is the experience you're looking for. It's not just a time-filler, though. The outside world has its own atmosphere, its own sense of identity, its own virtual power trip. It may be Fallout's fake moustache, but I'll tell you guys... Fallout has never felt so good. Follow the latest daily buzz with buzzFeed Daily Newsletter! Newsletter! the outer worlds imdb parents guide

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