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Heroes online battles magic and might 3

You already know that backing up your data online is one of the best ways to secure them in the event of a theft or disaster. But where do you store your stuff online? There are many cheap and free but limited online backup and storage solutions out there. Tell us which one you're using. Gawker Media surveys require Javascript; if you are watching their RSS reader, click to view your Javascript enabled web browser. Updated May 18, 2017 /Original May 16, 2017 Order Reprint Print article Getty Images Online brokers are cutting prices in a frantic offer to woo new investors. But one analyst expects that cuts are over now, and that's good news for TD Ameritrade. Wells Fargo analyst Christopher Harris writes that TD Ameritrade's stock could rise in a few months, fearing more fee cuts are disappearing and the company is finalizing its acquisition of Scottrade, another discount broker with a large affiliate network. Investors are wary of buying shares in discount brokers as they reduce trading fees in late February and early March. It was the first major price cut in seven years, according to Harris. Ameritrade lowered its fee to \$6.95 per trade from \$9.99. Since the last round of cuts, brokerage stocks have declined; Ameritrade has been down more than 10% since then. But Harris believes that the price cut could stop, at least soon. Charles Schwab is aggressive about cutting prices, and it would probably melt than any new round of cuts, Harris wrote. But Schwab has big plans for the next several years, including doubling its affiliate network. Additional cuts to commissions could take resources away from this initiative, he wrote. Schwab CEO Walt Bettinger said during the company's latest conference call that we have achieved the goals that we had from price cuts. Harris expects Ameritrade's stock to rise to \$44 from a recent \$38.27. Big Picture: TD Ameritrade stocks should rise as the fee war between online brokers fades. Online brokers are cutting prices in a frantic bid to woo new investors. An error occurred, please try again later. Thank you This article was sent on December 15, 2015 4 min. read This story originally appeared in Lewis Howes Hero's Journey can take place on the battlefield or in a cab. We can live it out amid a public clam or a beless vault between our ears. The demons we're due to do are always the same. It is our own fear of becoming who we are. No one who has ever lived, or ever will, has no journey like ours. And yet our journey is universal. It is every woman and every human being. -Steven Pressfield Do you know that you are the hero of your story? Living life from behind your eyes, you are a hero and you are the author. Some might say you have with destiny or with its highest may have understood it at one point in your life and the circumstances got in the way of your ability to clearly see that you can still master your craft. You see, for every hero or hero's journey, the hero gets lost. The hero almost dies. The hero wants to give up. It is an essential part of the journey, in fact. If you are lucky, you will find your way back quickly, or after a little time. Some people get lost so long they forget what it was like to be themselves. You know, those people who once went full force but now sag under the weight of their frustration and loss. Sometimes the pain in life can seem too much to bear, and there are those who live among us who suffer harder, perhaps even feel deeper. Pain is inevitable, but the suffering story we make ourselves about pain is optional. We are all heroes and heroes - either in response to a call of our highest selves or not. We will certainly get lost when we do not respond, and we will most likely find our purpose when we do so. This is only part of the process. Sam Raimi said: When we read stories about heroes, we identify with them. We go on a trip with them. We see how obstacles almost overcome them. We see how they grow as humans or acquire qualities or show great qualities of strength and courage, and with them we grow in a small way. We all have a unique gift that tries to come alive for us, and that's the call. After the call is answered, then comes the launch. The launch we do includes tests, leaps of faith, actions we have to take to get to work, which we have to do. It gets in the form of something risky that we want to get or accomplish. If we want love and romance, we must be able to get hurt and trust the process of relationships. If we start a business, we need to study one step at a time to achieve our vision, often with the failure of the failure that comes before success. At launch you will need to persevere. When you persevere and you don't give up, you will emerge having grown up, stretched, and expanded. You will have found something valuable and unique to give to the world. Being the hero of your story means stepping back from overwhelm at any moment and seeing that every trip is ebb and flow up and down. Don't wait for someone to save you. Save yourself. Step into your power and become the hero or heroine of your life. Subscribe to iTunes, Stitcher Radio or TuneIn Put the bar around two fingers Pull all your fingers through straighten your hand pop group goes to two other fingers. It's all this together the other way around. Rock stars, generally speaking, tend to have quite large egos. This is practically part of the job description that comes to think about it. So perhaps it was inevitable that music games would stage some good, old-fashioned, tabloid drama or later. That's what happened earlier this year when Guitar Hero 5 came out. See, Activision included a parable of the late Kurt Cobain (from Nirvana, maybe you've heard of them?) in the game. It would have been good, except that players would use him in any song; so when the game came out, players started posting YouTube videos of Cobain singing enthusiastically along with songs like Bring Noise and You Give Love a Bad Name. It doesn't sit well with Cobain's widow, Courtney Love, who fired off a series of barely matched - but clearly furious - Twitter posts on the subject. The impact turned out that Activision had used Cobain's parable in a way his estate had never been confirmed, prompting Love to threaten to sue the s**** out of Activision. Shortly thereafter, Dave Grohl and Krist Novoselic expressed similar (though more thoroughly worded) disappointment in a joint statement saying: We urge Activision to do the right thing by re-blocking Kurt's character so that it will not work in the future. So far, Love's complaints don't seem to have turned into actual litigation. But just a couple of months later, things got ugly for Activision again. In early November, the ska-pop band No Doubt expressed outrage at almost exactly the same issue: Band members are all unlockable characters in Band Hero, and as an optional character they can be used to sing other artists' songs. Only No Doubt has not satisfied itself with ventilation to fans and threatening lawsuits; they actually made one claiming that the game turned a group of virtual karaoke players. The suit sought undetermined damages, an order for the revocation of limited disease and copies of the existing game. From this writing, Activision just responded with a counterclaim seeking damages on their own, as there is no doubt the possible refusal to support the game with promotional interviews, appearances, and such. It is chaos, in other words. This kind of thing has prompted many to speculate that bands should boycott Activision games in the future, or at least refuse to let their similarities use the game - or even any game. But I have news for you, folks: It will not happen. Page 2 Oh, of course, artists are considered to be future games will undoubtedly set stricter parameters on how their similarities will be used. But boycott music games, or even just Activision games, in general? I repeat: will not happen. Here's why: The appearance of music games is good for musicians. I mean, really good. A recent article in Variety claimed that having a single track music game can increase the sales of these songs elsewhere by an average of 300 percent; the article also claimed that sales of Aerosmith's entire catalog rose 40 percent after the release of Guitar Hero: Aerosmith. The New York Times reported similar positive numbers indicating that after released 12 songs for download by Rock Band, sales of this song almost tripled elsewhere. And apparently, after appearing in Guitar Hero III, Weezer's My Name is Jonas saw sales jump 1,000 percent. Activision's own Guitar Hero CEO Dan Rosensweig (who recently parted ways with the company) had said that 81 artists featured in the World Tour saw catalog sales increase by an average of 50 percent. These are sales bands of the entire catalog, not just songs in the game. A musician friend of mine has said the Halo effect from music game appearances is something like what happens when the band releases the greatest hits compilation: People buy an anthology, hear some songs they especially like, and then buy the original album these songs are from. Bottom line: Appearing in a music game converts big bucks across the board, from album sales to merchandise concert tickets. And that's in addition to whatever licensing paid bands can get to use your song in the first place. So, no, bands can't possibly start backing away from music games anytime soon. More and more artists are beginning to realize that these games are a legitimate and powerful music delivery system that embodies attachments between players and artists that are much stronger than that coming from the more passive media. Now will the band take a closer look at their contracts in the future? You bet your sweet ass they will be. But eventually they will sign. They know they would be foolish not to. This editorial first appeared in the March 2010 issue of GamePro. Joe Rybicki is a freelance writer who spent the last 13 years covering the video game industry. He currently runs Plastic Axe, a blog about music games. Follow him on Twitter here. This story, Battle Over Guitar Hero was originally published by GamePro. 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