
Sydney's World Activation Key



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About This Game

Sydney's World is a family-friendly JRPG. Game focus is on the intersecting story arcs of a young girl seeking her father and a king in search of redemption.

Sydney is a real eight year old girl, not a cliché fem super-hero or cliché fem helpless victim. She behaves just as the real Sydney would, alternating between cuteness, petulance, innocence, anger, sorrow, illogical decisions, jealousy, extreme joy, etc.

When she's captured by an evil wizard and transported to another world, her toy elf Snowball is brought to life. He's Sydney's alter ego and ultimate childhood wish-fulfillment; his whole existence revolves around her. Together, they stop small dogs from barking, cause a king to reconsider his philosophy, and deal with very real emotions in a fantasy world setting.

King Nicholas Westergaard rules the human settlements of an unknown world. He's consumed with a war against another race and a rebellion within his own kingdom. In time he discovers he has caused both.

Explore new worlds without the usual multitude of boring side-quests and random encounters with identical enemies. There are no maps, mini-maps, mini-mini maps, or micro-maps; exploration is done the old-fashioned way, with clues and logic.

Sydney and villains are voice-acted to enhance engagement. Other characters are not, to encourage reading and imagination.

There is no profanity, blood/gore, sexual content...or even more damaging to young minds...lame dialogue and cheap endings!

Older, wiser players will enjoy unconventional aphorisms that might cause them to reconsider their own philosophy.

Hard-core RPG gamers should note that there is no inventory management or traits/abilities/skill point management.

For more information on Sydney's World for younger players, please visit the website.

Title: Sydney's World
Genre: RPG
Developer:
Wise Dad Games
Publisher:
Wise Dad Games
Release Date: 1 Feb, 2016

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English







sydney world gym. world cup final viewing sydney. university of sydney engineering world ranking. sydney in world map. icms sydney world ranking. sydney world square. sydney herald world cup. sydney archdiocese world youth day. sydney on world map. sydney world travel guide. world square sydney free wifi. sydney world square hotel. sydney world trade centre. sydney water world. sega world sydney nickelodeon tv machine. sydney discus world. sydney discus world opening times. sydney fifa world cup. world duty free sydney. seaworld sydney tickets. sydney world music chamber orchestra. sydney university world ranking 2018. sydney inflatable world. sydney luggage world mascot. sydney world of wonder. sydney world heritage sites. sydney rydges world square. sydney fintech world. sydney world piano. world kitchen sydney sale. sydney world cup final. dp world sydney vessel schedule. sydney world square parking. sydney netball world cup. ibis sydney world square parking. sydney uni ibisworld. sydney gourlay world bank. university of sydney qs world ranking. sydney rv world. sydney wildlife world vs taronga zoo. world vision sydney. sydney news world tower. sydney festival world square. sydney wildlife world koala photo. sydney world record. sydney world bank. sydney world press photo exhibition. sydney gift world haymarket nsw 2000. sydney world pride. sydney world rugby sevens. sydney piano world penshurst. sydney guitar world record. sydney world news. sydney opera house world wonder. sydney leroux world cup. world square sydney. sydney dance world. sydney leroux world cup 2015. sydney bar world cup. ibis sydney world hotel. sydney world's most expensive city. sidney crosby world juniors. sydney restaurants near world square. sydney world series of poker. hmas sydney world war 1. world juniors sydney ns. sydney hotel world square. sydney world city. sydney world film festival. sydney sega world. sydney world game. sydney hotel world tower. sydney world congress of accountants. sydney loofe world herald. sydney apx world square. sydney 2009 world masters games

If you all Loved Playing Games like Chrono Trigger, Secret Of Mana, The Final Fantasy's on the Super Nintendo and Games like that that were Kid Friendly, then Continue on Reading.

First time I've written a Review like this on Steam. As soon as you begin Sydney's World, if it doesn't bring a Smile to your face, then something is wrong. The way Sydney says her Lines is very Precious indeed. XD

All of the Menu's are Hand Made, even the Cut-scenes. Character Pictures, Profiles, and a ton of the Sprites to, so you can tell a lot of love and care was put into this game. It's not like a ton of the other RPG Maker Games that have Flooded Steam where there is all Generic things in them. These are people that have really put a lot of love behind their Game.

Even the Names of the Items made me laugh, but in a good way. There truly needs to be more games like this on Steam. This is how RPG Maker Games should be done.

It's also Educational as it has been Stated before. Check everywhere when you get the chance because you have no ideal what you'll find. There's References to People that have Shaped our World to what it is today from Emotions, History, Life in General. Even the people Teach Important Life Lessons to.

I hope one day to play this with my Great Niece who also has a Speech Impediment because i know she'll truly love it. I can tell that Families will have tons of fun playing it together. :)

Voice Acting is very Spot On and Professionally done as well. The Voice Actors really Fit the Characters. I can tell you all right now that even if you have no Children to Share this Game with, you will enjoy it, Especially if your looking for a Lighthearted RPG. We have to many Flooding the Markets these days that are all about Gore and other things. Gone are the days it seems for RPGs like this. This Game is a Breath of Fresh Air among the RPG World.

The Music in the game fits the mood at the Given Situations. Weather it's a Dungeon or a Town, Etc., it fits the mood.

Combat isn't that hard either. It's very fun as well. The Monsters don't look bad either. XD In-fact, some look funny while others look like Real Life Animals that you would see in the World. Others, well, let's just say they would Scare some people. Monster Sprites are even Hand Done as well, so that's another Plus for this Game.

I will admit that with the Maps and Sprites, some do seem out of place at times, but other times they're not. Mostly the Sprites fit the Area and Screen. Some can be Off putting to some though, but it shouldn't be to bad to make the game Unenjoyable.

The Emotions you will feel playing this game will range from happy, sad, warm fuzzies, and things like that. <3 It truly is Wonderful and it is great.

Pyramids are evil BTW. EVIL I SAY!!! PURE EVIL!

Sydney is as I already Stated beyond Precious in this Game. If you don't Fall In Love with Her and Her Banter with the other Characters then there is something wrong with you. For parents and Adults alike, I truly Recommend this Game Highly to everyone. Sure, it has it's Problems, but they're to far and few in-between to really be a bother.

This Game has Easily become One of my Favorite Games of All Time and is One Of my Top as well as my Favorite RPG Maker Game of All Time as well. It's going to take a lot to Beat this One. If you all think you know one that can, tell me the Name of it and I will Check it out.

Also, Remember to Save Often. You'll thank me for it later on. LOL

Just remember this. Use your head and think if you get Stuck. Usually the most Problematic thing can be Solved if you use your head. :) Just take a Deep Breath and do that. Also, my First Favorite Game here of all time I will leave this Review with a Quote from it that will help you all out like it did me for a Few Years now.

Nothing is impossible. -Marquis De Hoto. Place holder for a full review once I have given it some more time. The problem given was very kindly helped with by Sydney's world, and I have to give full recomendations to the developer for actually caring about the people playing the game.

Actual game itself? So far, really really cute, I'm looking forwards to seeing what will come next in the game, and have to admit, so far, the characters and the storyline is making me smile.

Thanks very much everyone!. Sydney's World is an excellent turn-based, story-driven RPG that I highly recommend to everyone, young and old.

This is not your typical RPG Maker game; you need to come into this world understanding that there is an amazing story to be told here, and that this game is much more than a turn-based RPG. That's not to say there is anything wrong with those kinds of RPGs, (I personally love them), but before you buy this game you need to understand this is more about the story than fights.

The story revolves around a young girl out to save her father from an evil wizard from another world. The flow of the game is very linear, but the locations you journey too and the people you meet are very unexpected and interesting. There are many twists and turns, and many different locations to explore, and this really held my interest. You will meet many great characters in your journeys and you will grow fond of them. A strong and interesting story is certainly a highlight here.

The developer wants you to not worry about equipment such as weapons and items, so you don't really need too, but you certainly can.

It can be dangerous though, and I suggest saving very often and using multiple saves as the game suggests.

You never know what is around the corner.

You will find your typical Elixers and Revive Potions, but there is no buying or selling, or upgrading equipment in this game. Most towns and castles can not be entered again either, which I found rather unusual.

If you missed anything, that's too bad.

Due to a lack of random battles, you can not grind for experience, though there are a few places where there are a lot of enemies.

This game is not about that.

I found this game to have excellent music and sound effects, and the graphics were bright, colorful, creative, and interesting. There is some very nice artwork here that introduce you to new areas or situations, and there are very well made enemies and bosses.

Sydney and some other characters speak, and other characters don't.

This may be the first RPG Maker game I've played that had spoken dialogue. However, as with most games where there is spoken dialogue, you may find yourself skipping the voices because you read the text long before the character says it. I found myself doing this eventually.

I personally found the lack of battles and opportunities to power my team up for boss battles disappointing. This IS an RPG maker game at heart, and heavily reducing the core part of the game felt strange to me. However, if you're conservative with your items, and experienced in RPGs, you won't have too much trouble. As I said though, you need to come into this game with different expectations.

I HIGHLY recommend this game, I had a great time and I'm sure you will too.

Disclaimer: I was provided a key by the developer for review purposes. This did NOT influence my review in any way.. I love this story.

Sydney's World is a simplified version of an Adventure game with RPG elements designed with kids in mind by educators, independent artists, & even students.

The Gameplay is more like an adventure story set to a JRPG style. One walks about like they would in an RPG and then the story is the main goal of exploration. Battle is more intellectual like a puzzle, as there are very few ways to level up and no item management to worry about. There is no grind! It's quite refreshing wandering on to the next event at your own pace. If you lose a battle, it's about strategy and not preparation. It ends up more like a string of boss fights with very few minions. It makes the gameplay quick, so you can spend most of your time enjoying the story.

The music is wonderful, with many scenes having their own themes and ambiance. The quality is top notch, with Korg styled Chiptune tracks evoking feelings of nostalgia for good ol' days. Dungeons thunder with warm synth base lines. Fields come to life with exciting marches. Villages feel welcoming and fun. Bosses brawl to dangerous soundtracks.

The pastiche of mixed media in the game is contemporary and international in scope. One will come across styles of Japanese manga, American comic book art, Impressionist cutscenes, 3D renders, & all sorts of artists making it possible. It clashes like a home-made quilt sewn by hand over generations. There's something very beautiful about it all coming together through RPG Maker.

The story is a Child's Epic. That word, "Epic" gets thrown around a lot these days, but "Sydney's World" truly is written in the style of a great Fantasy. There is a living, breathing world here! There is a History contained in the many books and libraries along the way that make the present world feel realistic. Themes of Love, Hope, Trust, Valour, Virtue, & Truth shine with intention throughout the narrative. Sydney never gives up. She is a true heroine for the age. The Royal party embodies honour and Chivalry in a time when all seems lost. These themes are not like an average children's book. This is more like "The Hobbit" & Tolkien's incredible ability to write without allegory through applicability for the sake of creating a neutral story for all ages.

There is no staunch teaching here. The game is focused on allowing the child to read along with Sydney. The material is all age appropriate. This doesn't mean that the story is without thrills, comedy or drama: there is lots of that! Often I would laugh out loud or even tear up a bit.

As a bitter 34 year old gamer who's played every RPG possible, often not finding them engaging as my childhood favourites, getting an emotional reaction out of me is very difficult. I am in chronic pain. The writing in Sydney's World is powerful enough to take me out of the real world enough that I love the story and forget how much pain I'm in. I cannot give a much higher endorsement.

Sydney is amazing! The last time I felt this was about Rydia in "Final Fantasy IV." They are both so brave and honest. Faithful to their quests, they are wonderful heroes for kids... and I guess even me. Sydney will make you want to be a better person. Her Dad's advice is directly applicable to many problems we all face every day. The philosophers write the other books scattered about and take the reading level higher. Later in the game, hidden tomes have college level material that connects all the mysteries of Sydney's World. The lore is more akin to that of a MMORPG, with many pages to study. It's quite interesting how the alternate world formed. It's hard to believe that this much work and care went into the story. This isn't normal. This is years of imagination coming to fruition; a Dad's dream for his daughter, a story for us all.

I feel lucky to have helped work in the last months with some of the art.
My work pales in comparison to all the wonderful work my fellow artists have accomplished.
Most of my art in game is Parallax Backgrounds. I also drew the puppy! Hehehehe.
Thank you for a life changing experience. I am a huge fan as well as a artist on the project.
Understand that I am biased, but honest. It wasn't hard to enjoy Sydney's World. It was an honour.

Sydney's World is about discovery in times of crisis, keeping your chin up and putting on a smile, facing the trials of life and prevailing despite all odds. It is truly an inspiration and great fun.. Very fun, family friendly game.. What a adorable game, love the girl's voice, so cute♥♥♥♥~

Her voice is my power to keep playing the game ♥♥♥♥

I need to rescue her ♥♥♥♥

rescue her ♥♥♥♥

Sydney~ ♥♥♥♥. THIS GAME GOOD TO ALL AGE !!

STROY + QUEST SO COOL !!

ITS MAKE ME SAD AND HAPPY and feel like i live in this game!!!

THIS GAME GOOD FOR ALL AGE SO NO NEED WORRY BUY TO FAMILY!

THIS GAME NOT HARD TO MUSH AND FUN SO MY LIKE ITS 8.8++

AAA+++

I OFFER THIS FOR ALL AGE !!!

i love this game (:

cute stroy so cool !!

she do all for save the family 8.8+

AA++

I OFFER TO ALL LOVE THIS CALSS GAME BUY THIS ONE!!!

i go buy to my brother kids this game to!!

I am not much of a reviewer for RPGs, but just wanted to say that I enjoy playing this game. It's fun, and interesting in that I can play different characters.. WHO SHOULD BUY THIS?

- Fathers of young daughters
- old school JRPG fans
- People who use RPG Maker and want to support their community
- People who want to see what you can do with RPG Maker VX ACE - It's cheaper than buying the full RPG Maker software, and quicker than learning how to use the RPG Maker demo.

WHO SHOULDN'T BUY THIS?

- People expecting an RPG like Skyrim. This is an old school RPG, not an action game with skill trees.
- People who are unforgiving of new devs.
- People who hate cuteness, specifically puppies.

REVIEW

This is the first time I've ever written a review before I have finished the game. Well, I should say 'we' - I'm playing through with my youngest daughter.

One of the things that I really like about this game is that the dev is approachable and very friendly. Call me old-fashioned, but that goes a long way in this day and age. He posts gametips in the Steam forums. Contrast and compare to AAA companies, who often don't even come here.

Some people say that this game has mismatching art styles: These people have missed the point. According to my daughter - who might I point out, is actually in the target demographic - the art is PERFECT, and explains everything you need to know about the characters before they even speak.

That's another thing, this has voice acting. And it's pretty damn good when compared to AAA titles. And the vocal direction is spot on, seriously some of the best I've ever seen.

As for the game itself? It was clearly a labour of love for the dev, and I suspect that he would not have released it were he not a father.

It's a cute little RPG Maker game. The dev doesn't always use the graphics in the way that we are accustomed to seeing them used, but he is clearly a very creative person. He is not afraid to turn convention on its head, and he doesn't hold your hand throughout the puzzles.

CONCLUSION.

I 100% think that you should buy this game because it's worth the money and the time, and I would be very proud of myself if I had made and released a game for my daughter: without being morbid, I think the dev has achieved a kind of immortality here, if you take my meaning.

(As I play through the game, I will adjust my review accordingly, adding more specific information.). Sydney's world is the perfect first videogame for a child. As I don't have children myself, I've watched the game played extensivley and can vouch for its claim of being an excellant learning to read tool. The game is best played with a parent because some of the words (depending on the age of the player) will need to be explained to children. However, the best part of the game is that it reinforces kids to read and be excited to learn.

. Before actually beginning my recommendation, let me say this might not be for everyone. Ultimately, as a work of art, it's worth checking out, but if all you're looking for is an RPG, I would suggest any of the Final Fantasy games on here before 13, for a little bit less expensive games, there's always a lot of RPG Maker games that boast length and have fairly conventional gameplay.

Now the gameplay is somewhat bland to be entirely honest. It does use RPG Maker default assets, and that does make it's appearance a bit hard to stand out. Remember how I said not to get this if all you're looking for is an RPG? Well that's because you don't have a lot of freedom. Towns end up closing up for good sometimes after their part in the story is done, there's really nothing to buy, no real equipment or party choice or anything. It's actually very linear throughout the game. Another thing is all the fights are scripted. There are no random encounters... BUT, there is apparently a possibility of updates with optional areas and ways to fight when you like, therefore, if you take issue with this, keep in mind it might change anyway.

The real reason to play Sydney's World is for the writing. Now as this game has mostly RPG Maker assets, there are still a lot of interesting original characters and enemies. These characters are often drawn in different ways to express different tones, different personas each one has. Sydney is drawn all anim\00e9 pretty with kitty ears to express her innocence, where Nilrem has a much more realistic and menacing form. This, I've found only emphasizes who the characters are, and that's important here. Before I get into that, however, let me bring up the subtle, subtext of the game as a whole. Throughout the game, you end up getting to read quotes from philosopher's and even the man who made the game himself. These were described by the developer as an attempt to answer the question, "Why?". Why do people do the things they do. In a game that was meant to appeal to children, it's very interesting to see human nature really analyzed like this. Is everything we do because we were predisposed to it? Well ultimately, whether you reject or accept it, it's up to you, but it also raises interesting points, including the bias that the scientific community faces. It can be depressing of course. The best thing, however, is the character development. Each and all characters have their own purpose and their trials all serve as interesting allegories to life. Throughout the game, the king says many intelligent things, however he let his status go to his head and made dire mistakes. Kallell has personal struggles with his own anger, and has to face that his revenge on the elves for what happened in the past is not worth wasting the future. Nilrem explained early on, he does what he does, because there is nothing wrong with it. It makes you wonder what type of person he is. Is he "bad" or does he have the advantage of understanding humanity, knowing deep down that this is how everyone is. Nilrem can actually be argued as the most rational, because an objective "good" and "evil" don't really exist. As a young adult, I found the themes in this game very interesting and worthwhile. If you like this sort of thing, I would recommend playing through this. It starts off slow, sure, and predictably, but by the end it can be mind-blowing. When it all came together, my expectations were surpassed.

To sum it all up, Sydney's World was a unique adventure, full of literary themes. It's a very artistic game. If you are looking for something a bit profound, even touching in a family way, there's a good chance you'll appreciate this.. This... this game have something special in it, hard to describe... but you can feel it from first minutes of playing that someone put real effort and emotions to it.

Everything is magical and beautiful from artwork, story to partial voice-acting, just wonderful.

Yes imagine rpg maker game with real voice-acting, you must see it! :)

I went go in to details about gameplay and everything, since I like to keep my reviews short and clear, but I'll tell you this game is so worth it's full price of 4,99 that I safely recommend it to everyone from 7 to 77.. Place holder for a full review once I have given it some more time. The problem given was very kindly helped with by Sydney's world, and I have to give full recommendations to the developer for actually caring about the people playing the game.

Actual game itself? So far, really really cute, I'm looking forwards to seeing what will come next in the game, and have to admit, so far, the characters and the storyline is making me smile.

Thanks very much everyone!. This is one amazing game the fact that it's an amazing refreshment from the standard JRPG's since i finished the game today. Really have to say the game did something that not many rpg maker games dared to do. Take several styles of art from cutscenes to gameplay areas woven around and makes a believable world come to life.

While there are no random encounters there are set enemies that drop much needed items when defeated. Which really is helpful considering needed for the several boss battles. By the time i've completed the game i had twice as many revive items as elixirs.

Though what helped in item management besides healing spells. is the encouragement of using buff and debuff abilities in battles. Simple but very effective in this family friendly rpg No complex mechanics that have been lately in today's RPG's. It's nice to go back to a simple time. Reminds me a lot of the SNES/Genesis RPG's Era.

For one the game encourages exploration and rewards with interacting with characters as well as learning a lot from the world

from reading the books. It is worth the \$4.99 price tag. You can tell that a game made with rpg maker done right is how the developer put into the game.

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