



Soul Siblings

Official Game Guide & Script



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Soul Siblings

Official Game Guide & Script

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TITLE

Inspired by Javanese (Jawa) culture and belief, as parts of Indonesian history and context. The Javanese have various philosophies as a guideline to achieving perfection in life, one of them is *Sedulur Papat Limo Pancer*. This philosophy guides for a human to appreciate and control their emotions along with their activities or dealing with daily problems. *Sedulur Papat* (the 4 siblings) represents the 4 human emotions or desires consisting of *amarah* (anger), *lawwamah* (greed/gluttony), *supiah* (lust), and *mutmainnah* (sloth). *Limo Pancer* (the 5th is the center) represents body itself as the controller of the four desires. This concept is acculturated to Djinn Qorin, or literally translated as Soul Siblings. There is a song about our sibling(s) who takes care of us with care: “Preserve under his power. What is created is realized. The amniotic fluid (*wahman*) takes care of my body. Convey the will with power. The baby’s placenta (*ariman*) is the umbrella for behavior based on his directions. Blood (*rahman*) day and night helps fulfilling God’s will. His navel (*watman*) of power was paying close attention to me. Fulfill my request. So, complete the four siblings. The five as the center have become one. Unite in my current embodiment.” The concept of *Sedulur Papat Limo Pancer* cannot be separated from the Javanese people’s

awareness of the microcosm system and other philosophical teachings in Javanese culture.*
Devietha Kurnia Sari and Darmawan Muttaqin, “*Sedulur Papat Limo Pancer as a Concept of Javanese Emotional Intelligence*”, *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)* Vol 4, No. 3 (2021), Page 6806-6712. The selection of the game title is based on this philosophy, then adapted from the perspective of a teenager growing up in modern society, who may have forgotten many of these traditions, but whose essence and values of belief still thrive in the subconscious and spiritual dimensions.

LOGO

The logo graphically forms a flower with four main golden petals. Gold generally has many meanings, but in this logo it emphasises aspects that represent mysticism, sacredness and antiquity. Each petal contains a symbol representing blood (top), placenta (left), navel (right), and amniotic fluid (bottom), all four of which are elements of *Sedulur Papat Limo Pancer* connected in one centre of the body. In the beliefs that have developed in Javanese society, flowers symbolises spiritual and moral values, such as (1) Magnolia symbolises a strong spiritual soul to achieve both physical and spiritual success; (2) White Rose symbolises tranquillity, prosperity and peace; (3) Cananga symbolises the next generation of ancestors; (4) White Jasmine symbolises simplicity; (5) Red Rose symbolises the birth of a human being into the world; (6) Jasmine Flower symbolises always involving the heart in one's actions, not acting impulsively; and (7) Tuberose symbolizes harmony and tranquillity. These flowers also called ‘*Setaman Flowers*’ or ‘*Seven Sacred Flowers*’ are used in rituals such as wedding ceremonies and offerings, interpretationally combined to achieve perfection in life.

SYNOPSIS

A nearly 15-year-old student falls asleep during a lesson, but nobody wakes her up. She awakens after a terrifying dreams and realizes it's already nighttime. While looking for a route to get out from the school building, she learns unusual things about paranormal activity and her family's tragedy. The event sets on 13th-14th March 2025. Ages ago, on 3rd July 1922, an open school Smarasanta was established at Skandium city, pioneered by three native Javanese scholars. 13th December 2023, Aetos Foundation purchased entire site and inaugurated a new school building administered as Skandium Junior High School. Although, many complaints from the community about physical condition of this building, such as cracks in the wall, wild plants, and even reptiles. Local residents also frequently reported about school activities continuing late night, like sound of gamelan music, the smell of burning, also strangers coming and going. However, the school authority has always denied all about these.

INFORMATION & SPECIFICATION

Title	: Soul Siblings
Local Title (Alias)	: <i>Sedulur Papat Limo Pancer</i>
Developer & Publisher	: Aetos Digital Studio
Director & Programmer	: Feri Fe
Counselor & Tester	: Muh. IQB
Genre	: Horror, Psychological, Puzzle
Mode	: Offline, 1 Player, First Person
Age Rating	: ESRB Teen, PEGI 13, IGRS 15
Engine	: Unity
Platform	: Windows PC
Release Date	: 2026 on Steam
Text & Dub Languages	: English, Indonesia (Bahasa), Javanese (Jawa Latin)
Requirement	:

SPECIFICATION	MINIMUM REQUIREMENTS	RECOMMENDED REQUIREMENTS
OS Version	Windows®10 (64-bit) / Windows®11 (64-bit)	
Processor	Intel Core 2 Duo 2.4 Ghz AMD Athlon X2 2.8 Ghz	Intel Core 2 Quad 2.7 Ghz AMD Phenom II X4 3 Ghz
Graphics	NVIDIA GeForce 8800 GTS Radeon HD 3870	NVIDIA GeForce GTX 560 Radeon HD 5850
Memory	4 GB	8 GB
Disk Space	8 GB	8 GB
DirectX® Version	DirecX® 12 or better	
Sound Card	Standard audio device	
Network	Broadband internet connection	

MENU & SETTING

❖ New Story

❖ **Continue Story** (You can  **Save** the game progress by examine “canting batik” at some  **Location** along gameplay. If you already have  **Save** data of this game on the device, it will be deleted permanently. There are no autosave system and multiple save slots.)

❖ Settings

- Text Language (HUD, subtitle and dub):
 - English
 - Indonesian (Bahasa Indonesia)
 - Javanese (Basa Jawa Latin)
- Game Difficulty:
 - Normal (more hints on  **Task** /  **Puzzle** and slower  **Ghost**)
 - Hard (less hints on  **Task** /  **Puzzle** and faster  **Ghost**)
- Brightness Level (Level 2, Level 1, Level 0)
- Sound Volume (Backsound and SFX)

❖ Collections

- Loading Screen (you can get random  **Loading** when  **Load** the game):
 - Tips-Tricks (control and mechanism of additional tips & tricks)
 - His-Story (trivia the history of Indonesia)
 - Herit-Age (trivia the heritage of Indonesia)
 - Mitos-Logos (trivia the mites of Indonesia)
 - Cons-Piracy (trivia the urband legend of Indonesia)
- Character Model (you can get them by find  **Person** and  **Ghost/Soul**)
- Hidden Object (you can get them by take hidden    **Inventory**)
- Soundtrack & Radio (you can get them along gameplay, after possible  **Ending** and examine the radio at some  **Location**)
- Credit Title (List of Developer Team and All References)

❖ **Achievements** (Gallery of    **Inventory**,  **Location**,  **Task**,  **Puzzle**,  **Exorcist**,  **Record**, and  **Ending** you get during gameplay. You can see more information at specific pages.)

❖ Exit

CONTROL & MECHANISM

BUTTON	FUNCTION	CONDITION
	Move directions	
 Mouse Cursor	Change look / direction	
 SPACE	Jump	
 SHIFT (Hold)	Run	While moving
 C	Crouch / Stand	Reach objects below Over a narrow road
 E	Examine object Use suitable  Item /  Key	Object in range Have suitable  Item /  Key
 Q (Hold)	Look  Health Watch ( Consciousness ,  Time ,  Location , and  Task)	After tutorial
 F (Hold)	Focus (Glow important  Inventory ,  Puzzle , or  Ghost/Soul in range)	After tutorial Glow hidden objects while wearing  Akik Kalimaya
 Z	Make shield for 10 seconds, cooldown 1 minute	Wearing  Akik Kecubung
 TAB	Open / Close  Items	After take  Stationary Bag
 R	Open / Close  Files	After take  Paper Binder
 K	Open / Close  Key	After take  Ring Keys
 M	Open / Close  Locations	After take  School Map
 ESC	Close HUD /  Puzzle	On HUD /  Puzzle
	Move / rotate object	On several  Puzzle
 Mouse Left	Selection	On HUD ( Menu ,  Inventory ,  Location) On several  Puzzle
 Mouse Left (Hold)	Drag object	On several  Puzzle
 Hold Right Click + Click Left Click	Aim + Shoot	On several  Puzzle &  Items

NB: Some buttons may not function in certain situations and conditions, such as while play  **Cutscene**, enter  **Menu** or have seen/attacked by  **Ghost**.

ICON & HEAD-UP DISPLAY (HUD)

MAIN MENU		
ICON		MEANING
		New Story / Continue Story
		Settings
		Text Language
		Difficulty Level
		Sound Volume
		Collection
		Loading Screen
		Character Model
		Hidden Object
		Soundtrack & Radio
		Achievement
		Items
		Files
		Keys
		Location
		Task
		Puzzle
		Exorcist
		Record
		Ending
		Close Menu/HUD
WATCH / STATUS		
ICON		MEANING
		Consciousness: Conscious, Falling Asleep, Light Asleep, Slow Wave Sleep, Sleep Apnea.
		Game-time Clock
		Current Location
		Active Task
		Dotair / Crossair
		Stand/Crouch Position
		Examine/Inventory Restrict

EXAMINE / EXPLORE		
ICON		MEANING
		Examine Object
		Search Object
		Switch Lamp/Fan
		Use Possible Ring
		Interact Door/Gate
		Take Item
		Take File
		Take Key
		Interact Puzzle
		Push Object
		Save Game
INVENTORY / MAP		
ICON		MEANING
		Equipment Item
		Medical Item
		Tool Item
		Memento File
		Magnolia File
		White Rose File
		Cananga File
		White Jasmine File
		Red Rose File
		Jasmine File
		Tuberose File
		Revelation File
		Room Key
		Office Key
		Gate Key
		Hint Mark
		Warn Mark
		Sigil Mark
		Save Mark

CHARACTER & MODEL

There are 24  **Character**(s) including 4 Siblings, 4 Souls, 7 main Ghost (boss), 3 spawn Ghost, and 6 others (Humans, Statues, etc.). There is also characters that mentioned only in  **Files** but not appear in gameplay. You can get the models after see them.

Wahman: 1st Sibling (Scout)

One of the four metaphysical siblings born together with the physical body. Poeticised as “The amniotic fluid (*wahman*) takes care of my body. Convey the will with power.” The sibling who provides the spirit and desire to live life, as opposed to the nature of laziness (*mutmainnah*).

Ariman: 2nd Sibling (Sport)

One of the four metaphysical siblings born together with the physical body. Poeticised as “The baby’s placenta (*ariman*) is the umbrella for behavior based on his directions.” The sibling who reminds to behave well according to our conscience, as opposed to the nature of anger (*amarah*).

Rahman: 3rd Sibling (Kebaya)

One of the four metaphysical siblings born together with the physical body. Poeticised as “Blood (*rahman*) day and night helps fulfilling God’s will.” The sibling who draws closer to faith in the Almighty, as opposed to lust (*supiah*).



Watman: 4th Sibling (Uniform)

One of the four metaphysical siblings born together with the physical body. Poeticised as “His navel (*watman*) of power was paying close attention to me. Fulfill my request.” The sibling who brings physical and spiritual blessings, as opposed to the nature of greed/gluttony (*lawwamah*).



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CREDIT

Developer	: Aetos Digital Studio
Publisher	: Aetos Digital Studio
Engine	: Unity
Director	: Feri Fe
Producer	: Feri Fe & Muh. IQB
Counselor	: Muh. IQB
Game Author	: Feri Fe
Story Writer	: Feri Fe
Level Designer	: Feri Fe
Puzzle Designer	: Feri Fe
Code Programmer	: Feri Fe
Game Tester	: Feri Fe & Muh. IQB
3D Modeler	: Feri Fe & CC0/CC4 asset
Music Composer	: Feri Fe & CC0/CC4 asset
Image Illustrator	: Feri Fe & CC0/CC4 asset
File Scripter	: Feri Fe
Text Translator	: Feri Fe & Muh. IQB
Voice Over	: Feri Fe

PUBLIC DOMAIN ASSET

ASSET	TYPE	OWNER	LICENSE
<i>Sedulur Papat Limo Pancer</i> as a Concept of Javanes Emotional Intelligence (Vol 4, No. 3 (2021), Page 6806-6712).	Research	Devietha Kurnia Sari and Darmawan Muttaqin, Budapest International Research and Critics Institute-Journal (BIRCI-Journal)	Citation
Sample test of Listening Competence EPrT	Script	Telkom University Language Center	Citation
<i>Tanah Tumpah Darahku; Maju Tak Gentar; Pada Pahlawan; Sorak-Sorak Bergembira; Kupinta Lagi.</i>	Song	Cornel Simanjuntak (1921-1946)	CC0
<i>Proklamasi Kemerdekaan Indonesia</i>	Record	Soekarno (1901-1970)	CC0
<i>Padang Bulan</i>	Song	Sunan Giri (1442-1506)	CC0
<i>Penangkapan Diponegoro</i> , (1857); <i>Pelaut di Laut yang Kejam</i> (1840);	Painting	Raden Saleh (1807-1880)	CC0

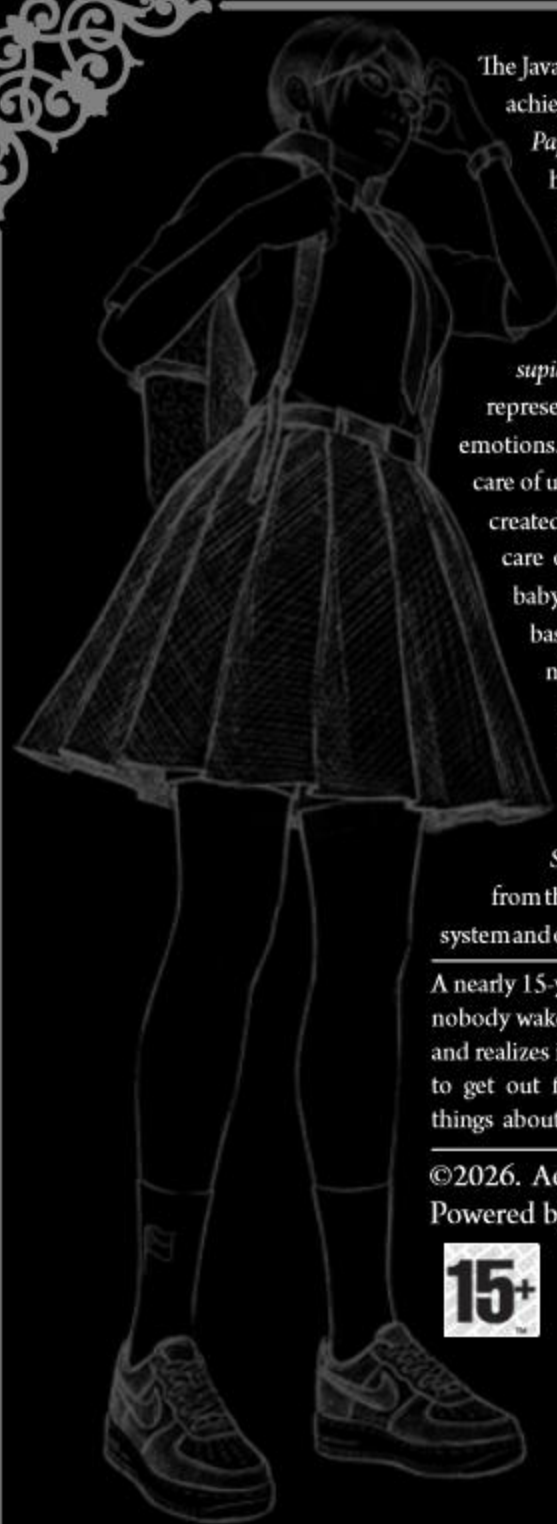
Perburuan Singa (1841); Reruntuhan Candi di Jawa (1860); Singa Menerkam Kuda (1840); Banjir di Jawa (1865-1876); Pemandangan di Hindia Belanda (1811-1880); Seekor Harimau dan Bayi Manusia di Keranjang (1811-1880); Badak Jawa dan Dua Ekor Harimau (1840); Auman Singa (1838); Pemandangan Musim Dingin (1830); Kebakaran Hutan (1849); Harimau Mengintai Pemburu (1849); Perburuan Banteng Liar (1855); Hutan di Jawa (1860); Hutan dan Rumah Penduduk Lokal (1860); Perburuan Rusa di Jawa (1860); Letusan Merapi pada Malam Hari (1865); Pemakaman di Taman Buitenzorg (1871); Kantor Pos di Kaki Gunung Megamendung (1871).			
Gotong Royong (Balinese)	Painting	I Ketut Triguna	CC4
Mongol Army	Archive	History Collection	CC4
Taman Siswa	Archive	Tropenmuseum	CC4
Keraton Surakarta	Photo	Jo Chryst	CC4
Papua People	Photo	Howtostart	CC4
Kejawen Rites; Dukun Magic	Photo	Jagad Kejawen	CC4
President Soekarno	Archive	Indonesia Inside	CC4
Membatik; Borobudur	Photo	Amazing Asean	CC4
Pencak Silat	Photo	Culture Impact	CC4
Dalang Wayang	Photo	Cak Durasim	CC4
Nasi Tumpeng	Photo	Artsy Traveler	CC4
Primbon	Archive	British Library	CC4
Qorin; Astral Projection	Image	Pexels	CC4
Lawang Sewu	Photo	Heri Soesanto	CC4
Sleep Paralysis	Painting	Henry Fuseli	CC4
Ratu Pantai Selatan	Painting	Basoeeki Abdullah	CC4
Atlantis Map	Image	atlas-v7x	CC4
Jayabaya / Satria Piningit	Archive	Ancient Origint	CC4
Freeport Mine	Photo	Business Insight	CC4
Hitler (Poch)	Archive	Peter Lavenda	CC4
Anak-anak Indoensia	Photo	Nick Wright	CC4
Rangda Mask	Model	Kramaa	CC4

Semar Statue	Model	iouliani	CC4
Abdi Dalem	Model	WBPROD Yogyakarta	CC4
Mask & Statue	Model	Nusaheritage.id	CC4
Candi Cetho	Model	Dimas.setiawan	CC4
Mural Photo	Texture	Dominik	CC4
Floor Tiles	Model	4Engine	CC4
Fence & Platform	Model	padmadev_designs	CC4
Barrel & Crate	Model	Max3Dd	CC4
Bathroom Fixture	Model	HippoStance	CC4
Garden Plant	Model	Nobiax/Yughues	CC4
Chariot Horse	Model	abhayexe	CC4
Kitchen Dish	Model	soide	CC4
Public Meuble	Model	Patio Set	CC4
Market Product	Model	Rendevr	CC4
Accoustic Set	Model	Karagiozis	CC4
Garage Car	Model	3D Error 404	CC4
Playground Vehicle	Model	sergeilihandristov	CC4

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The Javanese have various philosophies as a guideline to achieving perfection in life. One of them is *Sedulur Papat Limo Pancer*. This philosophy guides for a human to appreciate and control their emotions along with their activities or dealing with daily problems. *Sedulur Papat* represents the four human emotions or desires consisting of *amarah* (anger), *lawwamah* (greed/gluttony), *supiah* (lust), and *mutmainnah* (sloth). *Limo Pancer* represents the body itself as the controller of the four emotions. There is a song about our sibling(s) who takes care of us with care: "Preserve under his power. What is created is realized. The amniotic fluid (*wahman*) takes care of my body. Convey the will with power. The baby's placenta (*ariman*) is the umbrella for behavior based on his directions. Blood (*rahman*) day and night helps fulfill God's will. His navel (*watman*) of power was paying close attention to me. Fulfill my request. So, complete the four siblings. The five as the center have become one. Unite in my current embodiment." The concept of *Sedulur Papat Limo Pancer* cannot be separated from the Javanese people's awareness of the microcosm system and other philosophical teachings in Javanese culture.

A nearly 15-year-old student falls asleep during a lesson, but nobody wakes her up. She awakens after a terrifying dreams and realizes it's already nighttime. While looking for a route to get out from the school building, she learns unusual things about paranormal activity and her family's tragedy.

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