Melaka 1511

THE MALAY CHRONICLES

A NON-IMMERSIVE 3DVR EDUCATIONAL ADVENTURE
THAT BRINGS HISTORY TO LIFE.

USER MANUAL

EXPLORE | CINEMATIC SEQUENCES | PHOTO REALISTIC GALLERY | HERITAGE COIN | HISTORICAL CHALLENGE



> "HISTORY REMEMBERS THE FALL OF MELAKA. LEGENDS REMEMBER THOSE WHO STOOD AND FOUGHT."

LEARN HISTORY | DEFEND MELAKA | EMBRACE HERITAGE | INSPIRE FUTURE

DEVELOPER
SYAHIR BAHIRAN HILMI
MALAYSIA

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1. ABOUT MELAKA1511

Melaka1511 is a single-player historical educational adventure that brings players into a virtual reconstruction of the Melaka Sultanate and the events leading towards the Portuguese conquest of 1511.



Explore historical environments, discover key events, unlock cinematic sequences and photorealistic historical scenes, and experience the story of Melaka through interactive exploration.

Note: Melaka1511 is developed for educational purposes. Certain environments, characters and scenes are interpretative reconstructions based on historical references.

WHAT YOU WILL EXPERIENCE

EXPLORE

Journey through historically inspired locations of Melaka in 1511.

CINEMATIC SEQUENCES

Watch high-quality cinematic videos of key events in the story.

PHOTO REALISTIC SCENES

View stunning photorealistic historical images and scenes.

HERITAGE COIN

Collect hidden coins and complete your gallery collection.

HISTORICAL CHALLENGE

Test your knowledge about Melaka's history and compete for the highest score.

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2. GETTING STARTED



START JOURNEY –
Begin the historical exploration.



HISTORICAL CHALLENGE –
Test your knowledge through historical quizzes.



HISTORICAL GALLERY –
Revisit unlocked cinematic videos and photorealistic images.



SETTING –
Manage game settings and progress.



ABOUT –
Information about the project and developer.



QUIT –
Exit Melaka1511.

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3. CONTROLS

CONTROL	FUNCTION
W / A / S / D	Move
Mouse	Look / Navigate
Space	Jump
Shift + W	Run
Left Click	Select / Interact with UI
Right Click	Hide / lock cursor during exploration
Esc	Pause
Home	Return / Home function where available



NOTE:

Melaka1511 is designed primarily for keyboard and mouse.

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4. YOUR HISTORICAL JOURNEY

Perjalanan dibahagikan kepada lima bab:



1 **THE RISE** — *Kebangkitan*

Discover the foundations and prosperity of Melaka.



2 **THE SHADOWS** — *Bayang-bayang*

Explore Melaka as foreign powers approach the Sultanate.



3 **BEFORE THE STORM** — *Sebelum Badai*

Witness preparations as the Portuguese threat grows.



4 **THE LAST STAND** — *Pertahanan Terakhir*

Explore Melaka's defensive positions and naval strength.



5 **THE LEGACY** — *Warisan*

Discover the consequences and the last moments before the Portuguese invasion that changed the fate of Melaka.

> *Setiap bab membawa anda lebih dekat kepada sejarah.*
> *Setiap langkah menghidupkan kisah Melaka.*

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5. UNDERSTANDING THE GAMEPLAY

HISTORICAL DATE
Shows the historical period or date represented in the current scene.

CHECKPOINT
Discover checkpoints throughout each level to progress through the historical narrative.

CINEMATIC VIDEO
Unlock cinematic sequences depicting important events.

PHOTOREALISTIC IMAGE
Unlock visual interpretations of historical scenes.

HERITAGE COIN
Discover collectible heritage items during exploration.

HISTORICAL GALLERY
Unlocked historical content can be viewed again from the gallery.

LEVEL PROGRESS
Complete the required checkpoints to unlock the next stage of the journey.



"Your journey through Melaka 1511 is not just a game, it is a voyage through history."

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6. HISTORICAL CHALLENGE

Think you know the history of Melaka?

Enter your name, select *English* or *Bahasa Melayu*, and answer a series of randomly selected historical questions.

Your performance is recorded according to:

- SCORE
- COMPLETION TIME
- RANKING

Try again to improve your position on the leaderboard.

HOW IT WORKS

1. ENTER YOUR NAME
2. SELECT LANGUAGE
   English or *Bahasa Melayu*
3. ANSWER QUESTIONS
   20 questions per round
   Randomly selected
4. GET YOUR RESULTS
   View your score, time and ranking

> *Knowledge of the past is the key to understanding our present and shaping our future.*

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7. RECOMMENDED PC EXPERIENCE

For the best experience:



64-bit Windows
Windows 10 (64-bit) or Windows 11 (64-bit)



Keyboard & Mouse
Required for full gameplay control



1920 × 1080 resolution recommended
Supports higher resolutions



SSD recommended
For faster loading and smoother exploration



Headphones / speakers recommended
For cinematic sequences and immersive audio

SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	Windows 10 (64-bit)	Windows 10 (64-bit) or Windows 11 (64-bit)
CPU	Intel® Core™ i5-6600 or AMD Ryzen™ 5 1600	Intel® Core™ i7-8700 or AMD Ryzen™ 5 3600
RAM	8 GB	16 GB
GPU	NVIDIA® GTX 1050 Ti or AMD Radeon™ RX 560 4 GB VRAM	NVIDIA® GTX 1660 Super or AMD Radeon™ RX 5600 XT 6 GB VRAM or higher
STORAGE	15 GB available space	15 GB available space (SSD)
DIRECTX	Version 11	Version 12



PLEASE NOTE

Performance may vary depending on your system configuration. For the best experience, close background applications before playing.

"History is not just about what happened, but how it continues to inspire us today."

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8. EDUCATIONAL & HISTORICAL NOTE

HISTORICAL INTERPRETATION

Melaka1511 combines historical research, digital reconstruction, and interactive storytelling to provide an engaging educational exploration of the Melaka Sultanate and the historical events surrounding the Portuguese conquest of 1511.

The project does not claim to reproduce every historical detail with absolute certainty. Historical sources may be incomplete, limited, or subject to different interpretations.



INTERPRETATIVE RECONSTRUCTION

Certain architectural designs, urban environments, ships, characters, clothing, objects, dialogue, and visual sequences presented in Melaka1511 are interpretative reconstructions created based on available historical references and educational considerations.

Where definitive historical evidence is unavailable, creative reconstruction may be used to provide visual continuity and support the learning experience.

EDUCATIONAL PURPOSE

These reconstructions are intended to help users visualise historical settings, explore historical narratives, and develop greater interest in the history of Melaka.

They should not be interpreted as definitive representations of exactly how every location, person, object, or event appeared in 1511.

PLEASE NOTE

Melaka1511 is an educational historical experience, not a definitive archaeological or historical reconstruction.

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9. USE OF ARTIFICIAL INTELLIGENCE



AI-ASSISTED DEVELOPMENT

Selected visual, cinematic, and creative assets in Melaka1511 were developed with the assistance of generative artificial intelligence tools.

PRE-GENERATED CONTENT

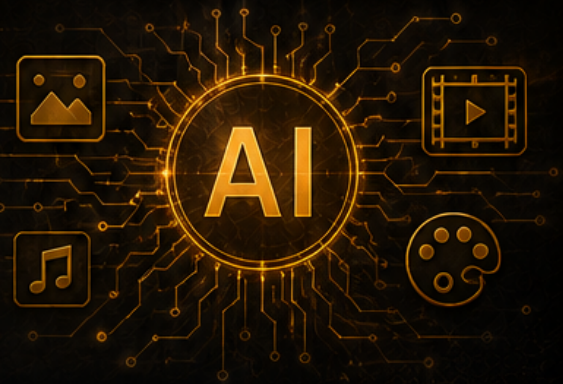
AI-generated content used in the project is pre-generated, reviewed, and integrated into the software during development.

NO AI CONTENT DURING GAMEPLAY

Melaka1511 does not generate AI content during gameplay and does not connect to external generative AI services while the game is running.

PURPOSE OF AI INTEGRATION

AI technologies are used as creative development tools to support the production of selected visual assets, cinematic materials, and other creative elements within the historical educational experience.



PLEASE NOTE

Melaka1511 is an educational historical experience. AI-assisted materials are reviewed and incorporated as part of the overall development process.

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DEVELOPER

Developed by

Syahir Bahiran Hilmi

Malaysia

The Product of

MULTIPDPKIT™

An educational technology project combining history, 3D virtual environments, interactive learning and digital storytelling.

