

12,000 Years in One Square Mile – Game User Guide

Playing Tips

Below are the basic game tips:

1. The game requires a minimum of 16GBs system memory. If you only have 16GBs, it is recommended that you close other high-memory-consuming applications (like web browsers) before starting the game.
2. Like in most games, the keys WASD and the mouse, will move you around. The left mouse button fires the DNA sniffer gun. The right mouse button will display DNA target information.
3. In this game, running is important because you have a lot of ground to cover as your quantum coherence dwindles. While moving, the left-Shift will make you run.
4. Quantum coherence drops with time. If it reaches zero, then the game is over. Running into conscious beings (humans and animals) will make the coherence drop even faster. Falling into water will really accelerate the depletion of quantum coherence. So, avoid running into people and animals and stay away from the water.
5. If you do fall into deep water, you can get out by jumping (pressing Space) and moving.
6. To recharge the quantum coherence to 100% (and you will need to do this, at least once, to get through the game), you need to fire the plasma gun into a positive quantum coherence orb. The orb randomly appears in spiritual places. A place of evil will have a negative coherence orb which will deplete your coherence 50% each time you fire into it.
7. The first gun you get can only be used to identify objects, animals, and people. You must move into a future timeline area to find the DNA sniffer gun. This gun fires a plasma stream which will gather the DNA molecules that surround animals. A magnetic field of the gun will pull the plasma, and DNA, back into the gun. The plasma stream also conducts quantum coherence which will allow you to recharge your quantum coherence when you fire into a coherence orb. The gun has enough plasma shots to gather the needed DNA samples plus a few extra shots which you will need for the coherence orb. If your aim is not good, you will probably run out of plasma shots before all the targets are acquired. The game will end if this happens.
8. When you are close enough to a possible target, your AI identification will display the name of the target. This appears in the upper right portion of the game screen. If the name is colored yellow, that means this is a desired target that you have not yet acquired. You should then fire at the target while the AI display is showing the yellow target name. The AI name will turn green after acquiring it. Do not shoot at "green" targets. That will only waste your shots.
9. While playing the game, if you press the right mouse button, you will be shown a list of all targets and their descriptions. The acquired targets will be green and the others will be yellow. The description of the targets, combined with other information you come across in the game, may give you a clue as to where the target can be located.
10. Once all the targets are acquired, you have accomplished the main mission. Your quantum coherence will stop dropping at this point. You are now free to gather achievements and listen, if desired, to the over two hours of history narrations that are in many different areas of the game.

Good luck!

The Gaming of "12,000 Years in One Square Mile"

As we have seen over the last 75 years, science fiction often becomes reality. This may not be a coincidence. It could point to the reluctant acceptance by leading quantum physicists that consciousness alters reality and, in fact, may entirely create it. The starting point of the "12,000 Years in One Square Mile" simulation game begins at the 12,000 Year History Park visitors' center in the year 2035. By this time, human understanding of quantum mechanics (the Many Worlds Interpretation of quantum mechanics and parallel universes), and the disclosure that non-human intelligence (extraterrestrials), and humans from the future, have been on Earth and in our timeline since before there were humans. Knowledge given to us from these visitors has led to unprecedented developments and a new reality. Among the learnings is the fact that we live in a simulation that has future and past checkpoints. There are practically an infinite number of timelines (universes) which each have a near infinite number of checkpoints.

By 2035, like the people of the future, we will have learned how to inject an individual into any checkpoint. For example, we could inject a person into a past checkpoint of our timeline. Like the morning of November 22, 1963, in Dallas, Texas. This injected time traveler could inform local law enforcement that they have spotted a man with a rifle in a warehouse, which is on the route of President John F. Kennedy's motorcade. By doing this, we will prevent the assassination of Kennedy. The injected time traveler returns to their timeline where the change has no effect (i.e., Kennedy has still been assassinated.) This is because the change happened on a newly created branch of the simulation. It is impossible to change the history of our branch. The injection always creates a new branch, thus avoiding the paradox of time travel. No doubt, the new branch will end up having significant differences with our timeline. Kennedy's assassination changed the lives of almost everyone living in the United States in 1963. Without this event, an entirely different set of people would have been conceived and born after November 22, 1963. It does not take much of a change to introduce significant future changes. The odds of each of us being conceived are the equivalent of winning the Powerball lottery over 16,000 consecutive times. Obviously, our coming into existence by chance was impossible. It is all an intelligent design that goes way beyond our comprehension.

In 2035, a new field of science is forming around people who are referred to as "Time Gamers". These are people that are injected into past timelines to gather information. In the "12,000 Years in One Square Mile" simulation game, you are a Time Gamer. A new method has been created that will allow you to be injected into the merging of different timelines/checkpoints at a specific location on Earth. Cayce, South Carolina, was selected because few other places in the United States contain as much significant history. After the injection, you will be among multiple timelines over the last 12,000 years. From mammoths and saber tooth tigers to early Native Americans and through Spanish explorers and the American Revolution and Civil War. Your mission is critical because future humans have warned us that our timeline is headed for the extinction of many animals, and possibly humans. You need to bring back DNA samples from extinct animal species and past humans so we can strengthen the animal population and reinforce human DNA with the healthier DNA of humans from the past. You are given 50 DNA targets. The humans in the list are people who played significant roles in the history of this one square mile.

DNA Targets

Below are the targets. Within the game, pressing the right mouse button will display this list. The acquired targets (by the DNA sniffer plasma gun) will be colored green. The other targets will be yellow in color.

Target Name	Target Description
American Lion Male	The American lion is an extinct pantherine cat native to North America during the Late Pleistocene from around 129000 to 12800 years ago.
Bison	Once roaming in vast herds, the species nearly became extinct by a combination of commercial hunting and slaughter in

	the 19th century and introduction of bovine diseases from domestic cattle.
Cherokee gunslinger	Between the early seventeenth and late nineteenth centuries, indigenous people across North America revolutionized their lives with firearms.
Columbian Mammoth	The Columbian mammoth (<i>Mammuthus columbi</i>) is an extinct species of mammoth that inhabited North America from southern Canada to Costa Rica during the Pleistocene epoch.
Congaree Chief	The Congaree tribe had customs and traditions that were common among Southeastern Native American tribes. They formed small villages and practiced agriculture alongside hunting and gathering.
Dire Wolf	The Dire Wolf is an extinct species of canine which was native to the Americas during the Late Pleistocene and Early Holocene epochs (125000–10000 years ago).
Harlans Ground Sloth	Harlan's Ground Sloth, scientifically known as <i>Paramylodon harlani</i> , was a large, extinct ground sloth that roamed South Carolina during the Pleistocene epoch (Ice Age).
Mastodon	American Mastodons lived during the Pleistocene Epoch and the early Holocene, roughly from 2.6 million years ago to about 10000 years ago. They went extinct around 10500 years ago.
Native Congaree Princess	The Congaree people were described as "handsome and well built" by American anthropologist James Mooney (1928), based on colonial accounts.
Saber tooth Tiger	The term "American Saber-toothed Tiger" commonly refers to the extinct cat species <i>Smilodon fatalis</i> , which roamed North America during the Pleistocene epoch (2.58 million to 11700 years ago.)
Shasta Ground Sloth	The Shasta ground sloth was a large ground dwelling sloth, but one of the smallest ground sloths to live in North America during the late Pleistocene.
Short Faced Bear	The Short-Faced Bear was a predator so massive (12 feet tall and 2000 lbs.) and so powerful, that it may have hunted early humans at the Bering Strait - and delayed our migration for thousands of years.
General George Dibrell	George Gibbs Dibrell was a five-term member of the United States House of Representatives of Tennessee. He served as a general in the Confederate States Army during the American Civil War.
General John A. Logan	John Alexander Logan was an American soldier and politician. He served in the Mexican–American War and was a general in the Union Army in the American Civil War.
Catawba Ambassador	The Catawba Indians were the Natives most friendly and loyal to the Europeans in South Carolina during the 17th, 18th, and 19th centuries.
Christian Theus	A Swiss immigrant, Theus was one of the first ministers in Saxe Gotha Township. He started the St. John church in Saxe Gotha. Theus survived an assassination attempt by the Weberite cult.
Conquistador	In 1540, Hernando de Soto and his conquistadors explored South Carolina, marking the first major European expedition into the southeastern region of North America.

Elizabeth Haig Mercier	Elizabeth Haig (widow of George Haig) met and married Peter Mercier (who commanded Fort Congaree II). Mercier was killed saving the life of George Washington in 1756.
G. A. Guignard	Gabriel Alexander Guignard operated Guignard Brickworks. His bricks help fuel significant development of Columbia, SC in the early 20th century.
Hanna Weber	Hanna was the wife of Weberite leader Jacob Weber. The Weberites considered her to be the Virgin Mary and Jacob to be God.
Hans Jacob Geiger	Hans Jacob Geiger lived on lot #61. He was the son of Abraham who was one of the three original Saxe Gotha Geigers. Hans married Anna Maria Fridig (daughter of Martin Friday).
Henry Gallman	Henry Gallman was one of the original Saxe Gotha town lot (lot #26) owners. During the Cherokee war of 1760-1761, he built a fort on his larger lot near Congaree Creek.
Herman Geiger	Another original Saxe Gotha settlers, Herman owned one of only a few bibles in the town. He also had five psalters (books of Psalms), and a book of sermons.
Jacob Coleman	Jacob Coleman bought Saxe Gotha town lot #24 in 1753 and also had 350 acres that goes from the intersection of I-77 and Cayce's 12th St. extension all the way down to the Congaree River.
Jacob Huckaboe	Taking Saxe Gotha lot #2, Jacob Huckaboe (Haughabuch, Huckabee) was one of the first settlers of the town.
Jacob Reminsperger	Jacob was an active leader in the Saxe Gotha township. Especially regarding education improvements and religious reform. He also promoted Saxe Gotha overseas to bring in more settlers.
Jacob Weber	Weber was the leader of the Weberite cult. He claimed to be God. Weber was sentenced to death, and hung for murder, thus ending the Weberites' rule of Saxe Gotha.
Lt. Peter Mercier	Peter is truly a unsung hero of America. He led Fort Congaree II during the beginning of the French/Indian war and gave his life saving a young George Washington.
Margaret Mercier	The daughter of Peter and Elizabeth Mercier. Margaret was born shortly after the death of her father. Today, the DNA of Peter and Elizabeth lives on in the many descendants of Margaret.
Martin Friday	Martin was one of the first in Saxe Gotha and was responsible for developing much of what would become Granby.
Mr. Dauber	The Weberite godless black preacher who claimed to be the Holy Spirit. Weber and Schmidt murdered Dauber because he was not properly exercising the office of the Spirit.
Peter Schmidt	Co-founder of the Weberite cult who claimed to be Jesus.
Alexander Bell	Alexander Bell was a Lexington County Tax Collector and an Election Commissioner. The Bells' home also served as a store in the town square of Granby.
Alexander Geiger	Alexander (b. 1817) married the slave Lavinia. Their granddaughter, Isabella Geiger, had 17 children. Today, there are hundreds of African American living descendants of Alexander and Lavinia.
Billy (Runaway Slave)	In 1826, a newspaper shows Granby's Nicholas Hane's offer of reward for the runaway slave Billy. It was noted that Billy, because of his well-dressed appearance, might be mistaken as a

	free man.
Burr Johnston	Burr Johnston (the Granby Gamecock) was the first Granbyans to graduate from the new South Carolina College in 1811. His family lived at the house excavated in the Granby archaeological dig.
Elizabeth Brown	The daughter of Thomas Brown with his Catawba wife. There are many living descendants of Elizabeth including several maternal-line (mitochondrial) descendants that share Catawba mtDNA.
Granby Snipper	A 14-year-old Confederate hero. Some of the lead balls found in the Granby archaeological dig could be from the gun of this Confederate Granby sniper.
Lavinia (Slave) Geiger	The slave wife of the great-grandchild (Alexander) of the original Saxe Gotha settlers (Abraham Geiger). Many African Americans carry the DNA of Lavinia and Alexander.
President George Washington	On May 22, 1791, President George Washington, escorted by Colonel Wade Hampton and Colonel Thomas Taylor, arrived at Granby on the west bank of the Congaree River.
Sarah Friday	Our Granby heroine, Sarah Friday, was a great granddaughter of Martin Friday. She was considered one of the most beautiful women of her time. Sarah left us with the only image (drawing) of Granby.
Thomas Brown	The legendary Irishman Thomas Brown was the area's first European trader from a 20-year period before Granby. The Granby archaeological dig has recovered many artifacts of Brown's trading post.
Thomas Taylor	Colonel Thomas Taylor, distinguished soldier and patriot of the Revolution, owned much of the land that would become the new capital city of Columbia.
Wade Hampton	Colonel Wade Hampton teamed up with Thomas Taylor in the land deal that created Columbia. Hampton owned a store in Granby and built the first bridges over the Congaree River at Granby.
British Soldier (Red Coat)	The British troops stationed at Fort Granby during the Revolutionary War are referred to as "redcoats" due to their distinctive red coats. Not many redcoats remained after the patriots took Fort Granby.
Emily Geiger	Emily Geiger was a Patriot messenger during the American Revolutionary War. Captured while on a mission to deliver a message, Geiger ate the message but later verbally delivered it to its recipient.
Free Black	During the American Revolution, free blacks actively participated on both sides of the conflict, fighting for the Continental Army, state militias, and with the British.
General Thomas Sumter	Thomas Sumter served in the Continental Army as a brigadier-general during the Revolutionary War. He was known as the "Fighting Gamecock" for his military tactics during the Revolutionary War.
Lt. Col. Henry Lee III	During the American Revolutionary War, Lt. Col. Henry Lee III, also known as "Light-Horse Harry" Lee, led his legion in the capture of Fort Granby. He was the father of Robert E. Lee.

Achievements

Below are the icons for the achievements in the game. As you approach an achievement, looking at it will award you the achievement.

