# Mark Twain Riverboat Paper Model—License Agreement

By downloading this file and the accompanying Licensed Materials, the end user ("Licensee") agrees to conform to this License Agreement (this "Agreement") with Robert Nava, the Disney Experience website [www.disneyexperience.com] ("Licensor").

# I. Content of Licensed Materials; Grant of License

The materials that are the subject of this Agreement shall consist of the Mark Twain Riverboat Paper Model in electronic and physical form (hereinafter referred to as the "Licensed Materials").

Licensee acknowledges that the copyright and title to the Licensed Materials and any trademarks or service marks relating thereto remain with Licensor and/or its suppliers. Licensee shall not have right, title or interest in the Licensed Materials except as expressly set forth in this Agreement.

Licensor hereby grants to Licensee non-exclusive use of the Licensed Materials in accordance with this Agreement.

# II. Access of Licensed Materials to Licensee

Licensor will provide the Licensed Materials to the Licensee in the following manner:

<u>File Transfer.</u> Copies of the Licensed Materials will be provided to the Licensee through the Disney Experience website at the sole discretion of the Licensor.

#### III. Fees

Licensee is required to make no payment to Licensor for use of the Licensed Materials.

## IV. Authorized Use of Licensed Materials

<u>Authorized Uses.</u> Licensee may make all use of the Licensed Materials as is consistent with the Fair Use Provisions of United States and international law. Nothing in this Agreement is intended to limit in any way whatsoever Licensee's rights under the Fair Use provisions of United States or international law to use the Licensed Materials.

The Licensed Materials may be used for purposes of research, education or other non-commercial use as follows:

<u>Archival/Backup Copy.</u> Upon request of Licensee, Licensee may create one (1) copy of the entire set of Licensed Materials to be maintained as a backup or archival copy during the term of this Agreement.

# V. Specific Restrictions on Use of Licensed Materials

<u>Unauthorized Use.</u> Licensee shall not knowingly permit anyone other to use the Licensed Materials.

<u>Modification of Licensed Materials.</u> Licensee shall not modify or create a derivative work of the Licensed Materials without the prior written permission of Licensor.

<u>Removal of Copyright Notice</u>. Licensee may not remove, obscure or modify any copyright or other notices included in the Licensed Materials.

<u>Distribution Rights.</u> Licensee has no rights to transfer, host, or re-distribute the Licensed Materials or its derivatives under any circumstances or by any means available now or in the future.

<u>Commercial Purposes</u>. Other than as specifically permitted in this Agreement, Licensee may not use the Licensed Materials for commercial purposes, including but not limited to the sale of the Licensed Materials or bulk reproduction or distribution of the Licensed Materials in any form.

## **VI. Licensor Performance Obligations**

Availability of Licensed Materials. Licensor shall make the Licensed Materials available to Licensee at his/her discretion.

<u>Notification of Modifications of Licensed Materials.</u> Licensee understands that from time to time the Licensed Materials may be added to, modified, or deleted from by Licensor and/or that portions of the Licensed Materials may migrate to other formats.

<u>Completeness of Content.</u> Where applicable, Licensor will inform Licensee of instances where online content differs from the print versions of the Licensed Materials.

Where applicable, Licensor shall use reasonable efforts to ensure that the online content is at least as complete as print versions of the Licensed Materials, represents complete, accurate and timely replications of the corresponding content contained within the print versions of such Materials, and will cooperate with Licensee to identify and correct errors or omissions.

<u>Withdrawal of Licensed Materials.</u> Licensor reserves the right to withdraw from the Licensed Materials any item or part of an item for which it no longer retains the right to publish, or which it has reasonable grounds to believe infringes copyright or is defamatory, obscene, unlawful or otherwise objectionable.

#### **VII. Licensee Performance Obligations**

<u>Protection from Unauthorized Use.</u> Licensee shall use reasonable efforts to protect the Licensed Materials from any use that is not permitted under this Agreement. In the event of any unauthorized use of the Licensed Materials by an Authorized User, (a) Licensor may terminate such Authorized User's access to the Licensed Materials, (b) Licensor may terminate the access of the Internet Protocol ("IP") address(es) from which such unauthorized use occurred, and/or (c) Licensee shall terminate such Authorized User's access to the Licensed Materials upon Licensor's request. Licensor shall take none of the steps described in this paragraph without first providing reasonable notice to Licensee and cooperating with the Licensee to avoid recurrence of any unauthorized use.

#### **VIII. Early Termination**

In the event that either party believes that the other materially has breached any obligations under this Agreement, or if Licensor believes that Licensee has exceeded the scope of the License, such party shall so notify the breaching party in writing. The breaching party shall have 1 week from the receipt of notice to cure the alleged breach and to notify the nonbreaching party in writing that cure has been effected. If the breach is not cured within the 1 week, the non-breaching party shall have the right to terminate the Agreement without further notice.

Upon Termination of this Agreement for cause online access to the Licensed Materials by Licensee and shall be terminated. Authorized copies of digital Licensed Materials must be destroyed immediately.

# **IX.** Perpetual License

Except for termination for cause, Licensor hereby grants to Licensee a nonexclusive, royalty-free, perpetual license to use any Licensed Materials that were accessible during the term of this Agreement. Such use shall be in accordance with the provisions of this Agreement. The means by which Licensee shall have access to such Licensed Materials shall be in a manner and form substantially equivalent to the means by which access is provided under this Agreement.

### X. Warranties

Subject to the Limitations set forth elsewhere in this Agreement:

Licensor warrants that it has the right to license the rights granted under this Agreement to use Licensed Materials, that it has obtained any and all necessary permissions from third parties to license the Licensed Materials, and that use of the Licensed Materials by Authorized Users in accordance with the terms of this Agreement shall not infringe the copyright of any third party.

### **XI. Limitations on Warranties**

Notwithstanding anything else in this Agreement:

Neither party shall be liable for any indirect, special, incidental, punitive or consequential damages, including but not limited to loss of data, business interruption, or loss of profits, arising out of the use of or the inability to use the Licensed Materials.

Licensor makes no representation or warranty, and expressly disclaims any liability with respect to the content of any Licensed Materials, including but not limited to errors or omissions contained therein, libel, infringement of rights of publicity, privacy, trademark rights, moral rights, or the disclosure of confidential information.

Except for the express warranties stated herein, the Licensed Materials are provided on an "as is" basis, and Licensor disclaims any and all other warranties, conditions, or representations (express, implied, oral or written), relating to the Licensed Materials or any part thereof, including, without limitation, any and all implied warranties of quality, performance, merchantability or fitness for a particular purpose. Licensor makes no warranties respecting any harm that may be caused by the transmission of a computer virus, worm, time bomb, logic bomb or other such computer program. Licensor further expressly disclaims any warranty or representation to Authorized Users, or to any third party.

#### XII. Assignment and Transfer

Neither party may assign, directly or indirectly, all or part of its rights or obligations under this Agreement without the prior written consent of the other party, which consent shall not be unreasonably withheld or delayed.

#### XIII. Governing Law

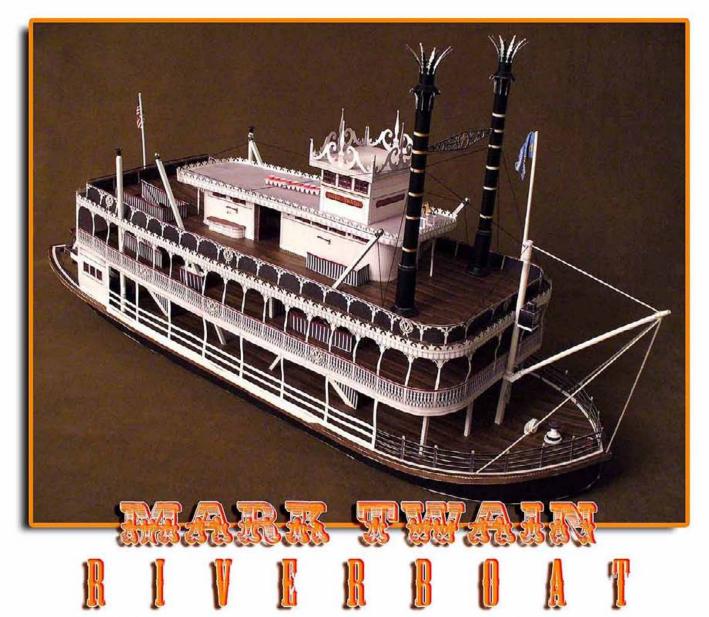
This Agreement shall be interpreted and construed according to, and governed by, the laws of California, excluding any such laws that might direct the application of the laws of another jurisdiction. The federal or state courts located in California shall have jurisdiction to hear any dispute under this Agreement.

#### **XIV. Entire Agreement**

This Agreement constitutes the entire agreement of the parties and supersedes all prior communications, understandings and agreements relating to the subject matter hereof, whether oral or written.

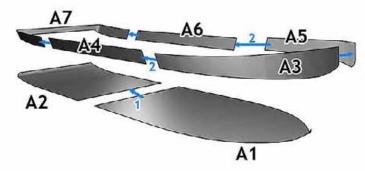
#### XV. Amendment

No modification or claimed waiver of any provision of this Agreement shall be valid except by written amendment signed by authorized representatives of Licensor and Licensee.



Look through the pages and become acquainted with the various pieces. Read the instructions and study the illustrations to know what/where to cut/fold. Before gluing, always dry-fit the pieces to ensure that they fit properly.

When assembling the model and following the instructions, do not take the illustrations too literally. In many cases, pieces will be simplified. Other times, pieces (or entire sections) may be missing that were once displayed. This does not mean you should disassemble your model—ever.

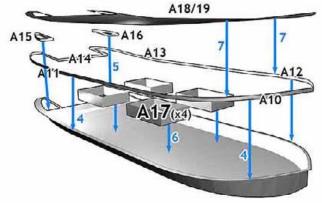


- 3. Glue pieces A8 & A9 together. Then, glue it (facedown) to the rim of the hull.
- Glue pieces A10-14 to each other as shown (printed side facing out), then glue to the outer rim of piece A8/9.
- 5. Glue pieces A15 & A16 to themselves as shown (printed sides facing in), then glue to the inner rim of the rear hull.
- Glue pieces A17 to themselves, then glue them in four positions on the flat area of the hull. These will provide added support.
- 7. Glue pieces A18 & A19 to gether, then carefully over the top of the hull assembly to complete the hull. Take care to match the edges up.



- 10. Carefully Assemble pieces C13 & C14. Then, glue the two pieces together.
- 11. Glue pieces C4-12 as shown. When gluing, it is important that the seams line up.
- 12. Assemble pieces C2 & C3, then glue together.

- 1. Glue pieces A1 & A2 together.
- 2. Glue pieces A4-7 together, then glue to the rim of piece A1/2. All of the printed sides should be facing outward.



8. Glue pieces B14-16 as shown.

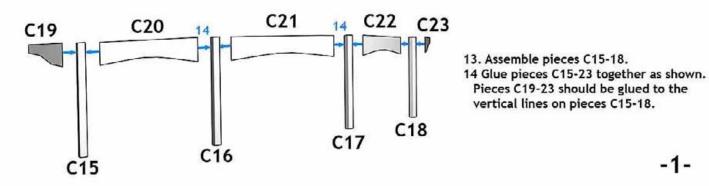
C13

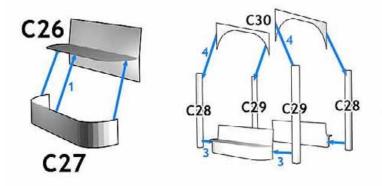
C14

9. Glue pieces C32 & C32 together.

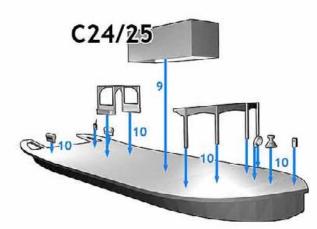




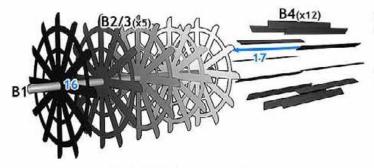




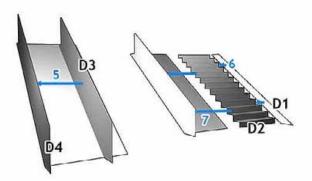
- 5. Glue pieces D3 & D4 as shown.
- Fold & glue piece D2 to piece D1. The tab on piece D2 marks the top of the stairs.
- Glue piece D4 to the tab on piece D1, and glue the stairs (D2) to the inner railing (D3).
- Repeat the process for pieces E1-4 to make a mirror copy of the staircase.



- 11. Glue piece C34 to the innder edge of piece C33.
- 12. Glue pieces C35 & C36 together, then glue to the deck as shown. The side with the double doors faces the inside of the ship.
- Glue the archway to the deck. There are a set of right-angle white lines marking its position.
- 14. Glue the staircases to the deck. NOTE: only glue the bottom of the staircase; DO NOT glue to the sides of piece C24/25!

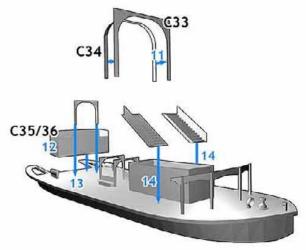


- 1. Fold & glue pieces C26 to themselves as shown, then glue pieces C26 to pieces 27.
- 2. Assemble pieces C28-30.
- 3. Glue pieces C28 & 29 to the sides of the benches. The vertical lines mark the tops of the pieces.
- 4. Glue pieces C30 to the vertical lines on pieces C28 & C29.

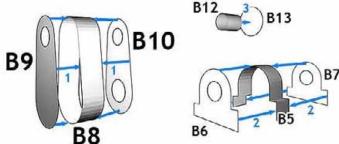


9. Glue pieces C25 & C25 together as shown, then glue to the deck. The end with the Mark Twain plaque faces the center of the ship.

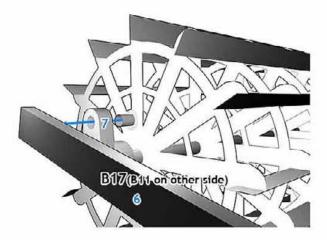
 Glue the other recently assembled pieces onto the deck as shown.



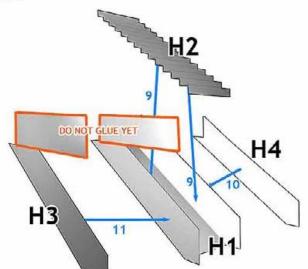
- 15. Roll & glue piece B1.
- 16. Glue pieces B2 to pieces B3 to make five wheels. Then, slide the paddle supports over pieces B1, lining them up with the white lines. DO NOT GLUE.
- 17. Fold & glue pieces B4 to make twelve paddles. Then, glue the paddles to the wheels (glue to white lines). When dry, adjust each wheel so that the paddles are straight. Glue the wheels in place with tiny daubs of glue. -2-

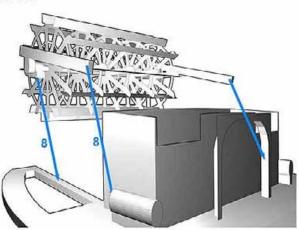


- 4. Slide pieces B5/6/7 over the ends of the paddle wheel. DO NOT GLUE; it should swing freely. The taller end of piece B5/6/7 faces the boat (shorter side facing away from boat). 5. Glue pieces B8/9/10 to the ends of the paddle wheel as shown, sliding it all the way until resistence is met. Take care not to accidentally glue pieces B5/6/7.



8. Glue pieces B5/6/7 to the rear of the ship as shown. At the same time, insert pieces B11 & B17 into the piston cases.



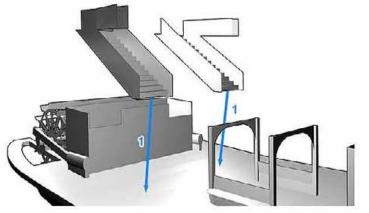


- 9. Fold piece H1 so that the printed areas are facing inward, then fold & glue piece H2 to the inside of piece H1. The tab on piece H2 marks the top of the stairs.
- 10. Glue piece H4 to piece H1.
- 11. Glue piece H3 to piece H1, BUT DO NOT GLUE the top railings together. This is inportant for a later step.

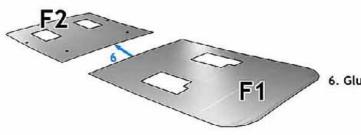
-3-

- 6. Assemble pieces B11 & B17.
- 7. Place piece B12/13 through the hole in piece B8/9/10, and glue it to pieces B11 7 B17 ONLY. Be careful not to accidentally glue the surounding pieces. This is a tricky procedure.

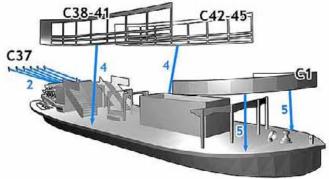
- 1. Roll & glue piece B8 to itself, then glue to pieces B9 & B10. 2. Glue pieces B5-7 as shown.
  - 3. Roll & glue pieces B12, then glue to the center of the unprinted side of piece B13.



- 2. Fold & glue pieces C37, then glue them to the verical lines on the back of the ship.
- 3. Glue pieces C38 & C39 together. Then, glue pieces C40 & C41 to pieces C38 & C39. Repeat the process for pieces C42-45 to create a mirror of the railing.
- 4. Glue the railing to the inner edge of the white trim on the deck. Toward the rear of that white area, there is a tiny white marker (line); that is the point at which the railing should start.
- 5. Glue pieces C1 together, then glue along the inner edge of the white trim on the deck. Glue the ends to the inner side of the side railings.

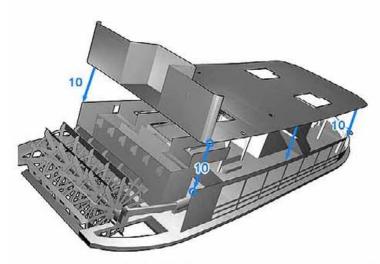


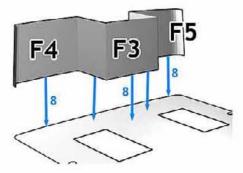
 Glue the staircases to the deck as shown. NOTE: only glue the bottom of the staircases; the rest should fit snuggly into the square notches.



6. Glue pieces F1 & F2 together.

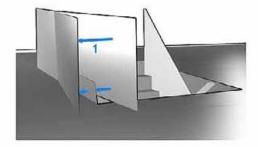
- 7. Fold piece F3 so that the printed side faces outward.
- Glue pieces F3-5 together as shown, then glue it to the second deck (piece F1/2).



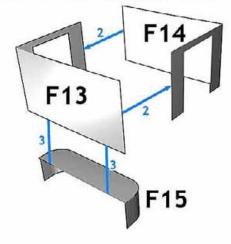


- 9. Position the second deck over the lower deck. The staircases should protrude through.
- 10. Begin gluing the second deck to the side railings by matching up the rear corners as shown.

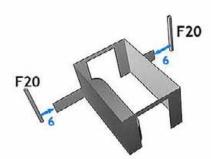
-4-



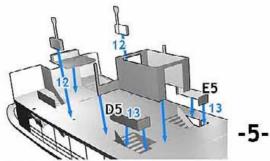
1. The tabs on all staircase opennings should be folded up. On the rear stairs, glue the remaining railings together, sandwiching the tabs between them. This will help secure the staricase. You can also gently lift up the second deck and place a small daub of glue on the staircases' tab, secureling it even more.



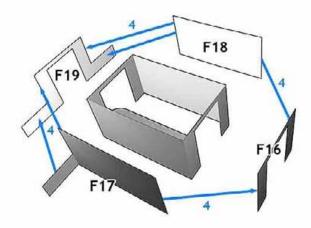
 Glue pieces F16-19 together, printed sides facing out.
 Slide the interior assembly into the exterior assembly, and glue together.



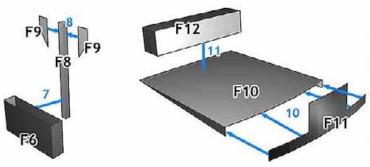
- 7. Assemble pieces F6 & F8, then glue them together. The vertical lines on pieces F8 mark the top.
- 8. Fold & glue pieces F9 to themselves, then glue them to the vertical lines on piece F8.
- Repeat the steps for pieces F7-9 to create a mirror copy.
- 10. Assemble piece F11, then glue it to piece F10.
- 11. Assemble piece F12, then glue it to piece F10.



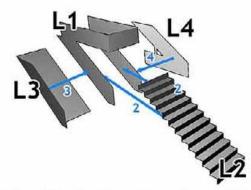
- 2. Fold & glue pieces F13 & F14 together, making sure the printed sides are facing inward.
- 3. Assemble piece F15 as shown, then glue to piece F13.



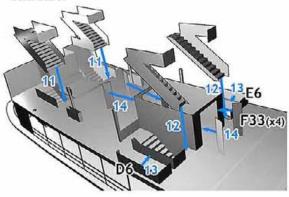
Asemble pieces F20. Then, glue them to the ends of the railings as shown. The vertical lines mark where to glue.



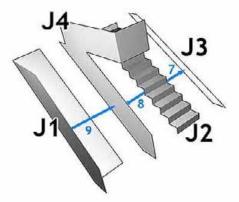
- 12. Glue the new assemblies to the deck as shown.
- 13. Fold pieces D5 & E5 so that the printed sides face inward. Then, glue them to the inside of the staircase tabs. Be sure to glue them to the tabs on the staircases, too.



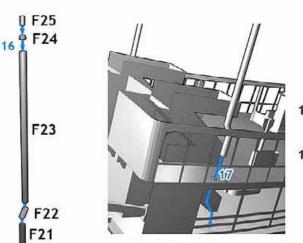
- 6. Fold piece J4 so that the printed sides are facing inward.
- Fold and glue piece J2 to piece J3. The tab on piece J2 marks the top of the stairs.
- 8. Glue piece J2 to piece J4.
- 9. Glue piece J1 to piece J4, and glue to the tab on piece J3.
- 10. Repeat the steps for pieces K1-4 to create a mirror copy of the staircase.

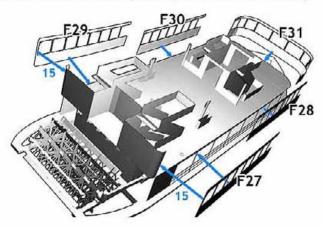


- Fold piece L1 so that the printed sides are facing inward.
- 2. Fold & glue piece L2 to piece L1. The tab on piece L2 marks the top of the stairs.
- 3. Fold & glue piece L3 to piece L1 as shown. Glue the tab to the unprinted side of piece L1.
- 4. Fold & glue piece L4 to itself, then glue to piece L1.
- Repeat the steps for pieces M1-4 to create a mirror copy of the staircase.



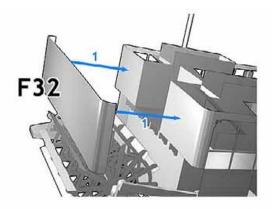
- Glue the bottom of the rear staircases to the deck as well as the inner railings of the lower staircases. DO NOT glue to any other pieces.
- 12. Glue the bottom of the forward staircases to the deck and the railing of the lower staircase. DO NOT glue to any other pieces.
- 13. Glue pieces D6 & E6 to pieces D5 & E5, sandwiching the deck tabs.
- 14. Fold & glue piece F33 to themselves (fold in half, then fold again). Glue them to the door opennings of the room assembly.
- 15. Glue the side railings along the edge of the deck. Start from the back, gluing the tabs of pieces F27 & F29 to the unprinted side of the rear walls. When you get around to the front (F31), the bottom edge of the railing should match up with the edge of the deck tabs (folded down).



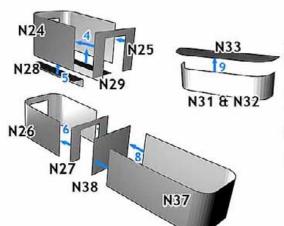


- Roll & glue pieces F21-25 to themselves, then assemble them as shown. As you assemble them, line up the seams for proper alignment.
- 17. When dry, carefully slide the tubes through the round holes in the deck. Slide them all the way through, and glue them to the white circle on the bottom deck.

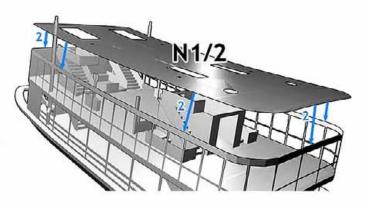
-6-



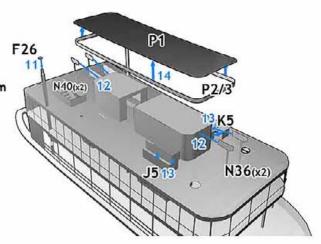
- 2. Glue piece N1 & N2 together, then position it over the deck. Fold the staircase tabs up, and slide the exhaust tubes through the holes. Finally, glue piece N1/2 to the rear wall and side railings.
- Glue the protruding staircase railings to the staircase tabs.

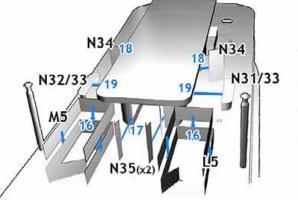


 Glue piece F32 to the back of the ship. Align the top edge, not the bottom edge (bottom should hang low).



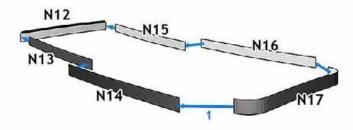
- Glue pieces N24 & N25 together, printed sides facing inward.
  Fold and glue pieces N28 & N29 to the inside of pieces N24 & N25 as shown.
- 6. Glue pieces N26 & N27 together, printed sides facing outward. 7. Slide the inner room assembly into the outer room assembly,
- and glue. Then, glue piece N30 to the top of the room assembly. 8. Glue pieces N37 & N38 together, then glue piece N39 to the top of pieces N37 & N38.
- 9. Fold & glue pieces N33 to themselves, then glue pieces N31 & N32 to pieces N33.
- 10. Glue the cabin assemblies to the deck as shown.
- 11. Assemble pieces F26, and glue them to pieces F25.
- Fold and glue pieces N36 & N40 to themselves, then glue them to the deck and cabins as shown.
- 13. Glue pieces J5 & K5 to pieces J4 & K4, sandwiching the staircase tabs.
- 14. Glue piece P2 to the bottom of piece P1. Start gluing at the port side marker (small gray line). Then, glue piece P3.
- 15. Glue the cabin roof over the cabins; the large square goes to the front of the ship.



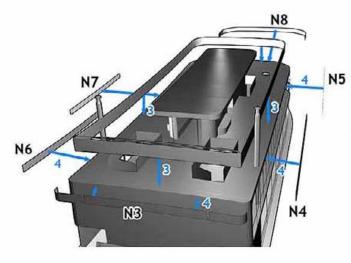


- 16. Glue pieces L5 & M5 to pieces L4 & M4, sandwiching the staircase tabs.
- 17. Fold & glue pieces N35 to themselves (fold in half, then fold again). Then, glue them to the rear-most cabin doorway.
- 18. Fold & glue pieces N34 to themselves, then glue them to the remaining doorway.
- 19. Glue pieces N32/33 & N31/33 to the deck and cabin as shown.

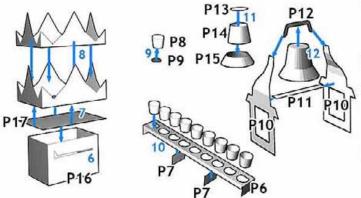
-7-



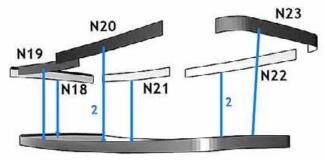
2. Glue pieces N18-23 to the inside of pieces N12-17.



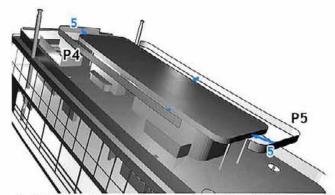
5. Starting with piece P4, glue pieces P4 & P5 along the sides of the cabin roof. Be sure to line up the bottom edges as you glue.



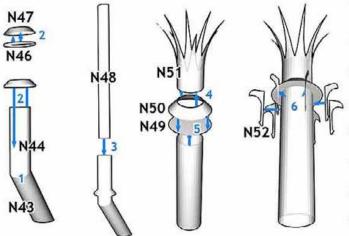
 Glue pieces N12-17 as shown, printed sides facing outward.



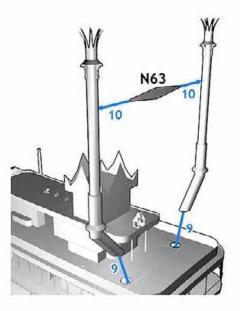
- 3. Glue the railing assembly along the white line on the top deck.
- 4. Starting with piece N3, glue pieces N3-8 along the side edge of the top deck.



- Cut along the solid line on piece P16, folding it up & out to create the open window. Then, fold & glue piece P16 to itself.
- 7. Glue pieces P18 & P19 together, printed sides facing outward. Then, glue the assembly to piece P17 (face up & tabs folded down), matching the bottom edges with the tab edges.
- 8. Glue pieces P20 & P21 to the inside of pieces P18 & P19, then glue the roof onto piece P16.
- 9. Assemble pieces P8 & P9 to create nine buckets.
- 10. Assemble piece P6. Fold & glue pieces P7 to themselves, then glue to the bottom of piece P6. Glue the buckets into the nine holes.
- 11. Assemble pieces P13-15 as shown.
- 12. Fold & glue pieces P10, giving the tops a slight 'S' shape as shown. Then, assemble pieces P10-12 as shown. -8-

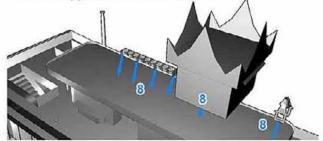


8. Glue the bell, bucket rack, and pilot house assemblies to the top of the cabin roof as shown.



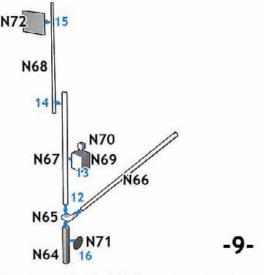
NOTE: For the proper construction of the smoke stacks, ALL seams must line up together.

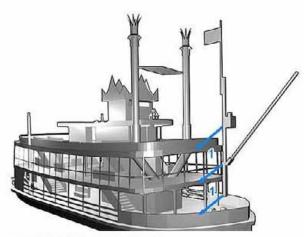
- 1. Roll & glue pieces N43 & N44, then glue them together. Glue piece N45 to the top of piece N44.
- 2. Assemble pieces N46 & N47, then glue them together. When dry, slide the ring over piece N44. The top of the ring should be placed along the edge where the black & white meet. Glue in place.
- Roll & glue piece N48 to itself, then glue to piece N45.
- Roll & glue piece N50 & N51 to themselves, then glue together.
- 5. Glue piece N49 to the bottom of piece N49, then glue the top smokestack to the top of piece N48.
- 6. Fold & glue pieces N52, then glue to the vertical lines on the smoke stack.
- Repeat this process for pieces N53-62 to create a mirror copy of the smokestack.



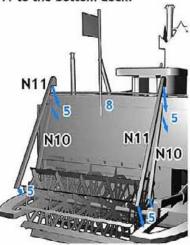
 9. Carefully insert the two smoke stacks through the holes in the top deck. The sides of the smoke stacks with the visible seams should face away from the front of the ship. Glue the bottom of the smoke stacks to the deck below.
 10. Glue pieces N63 together, then glue to the white vertical lines on the smoke stacks. If it is too hard to locate the lines, they are located on the second gold band from the top.

- 11. Assemble pieces N64 & N65, and roll & glue pieces N66-68 to themselves.
- 12. Glue pieces N64-67 as shown. The crosshairs (+) on the ends of pieces N66 & N67 should be at the farthest extremities.
- 13. Assemble pieces N69 & N70, then glue them together. Glue the lamp assembly to piece N67. The white base on the lamp assembly should line up with the white band in the middle of piece N67.
- 14. Glue piece N68 to the backside of piece N67. The bottom of piece N68 should line up with the bottom edge of the top white band on piece N67.
- 15. Fold & glue piece N72. While it is wet, you can bend and fold the flag for a more natural and/or dynamic look. When the flag is completely dry, glue it to the backside of piece N68.
- 16. Glue piece N71 to the front of piece N64.



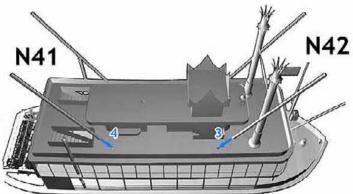


- 2. Assemble pieces N41 & N42.
- 3. Insert pieces N42 through the square holes in the top deck and between the stair railings on the deck below. Glue the bottom of pieces N42 to the bottom deck.
- Insert pieces N41 through the square holes in the top deck and the second deck. Glue the bottom of pieces N41 to the bottom deck.



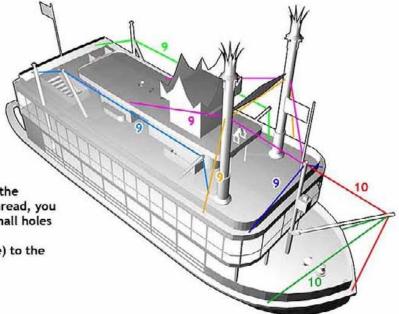
- 9. Connect black thread (simulates wire cables) to the crosshairs (+) as shown. To use single pieces of thread, you can run them through the crosshairs by poking small holes with a needle.
- 10. Connect size 10 crochet thread (simulates rope) to the crosshairs (+) as shown.

1. Glue the mast assembly to the bottom deck and the two decks above.

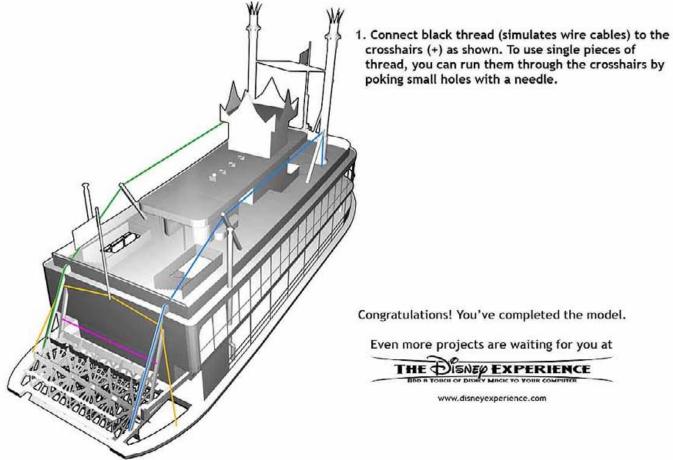


- 5. Assemble pieces N10 & N11, then glue them to the back of the boat & the bottom deck as shown.
- 6. Roll & glue piece N9 to itself.

 Fold & glue piece N73 to itself. While it is wet, you can bend and fold the flag for a more natural and/or dynamic look. When the flag is completely dry, glue it to piece N9.
 Glue the flag assembly to the back of the ship as shown.



-10-



crosshairs (+) as shown. To use single pieces of thread, you can run them through the crosshairs by