

# 20,000 Leagues Under the Sea: Nautilus 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 20,000 Leagues Under the Sea: Nautilus 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:

File Transfer. 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

Authorized Uses. 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:

Archival/Backup Copy. 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

Unauthorized Use. Licensee shall not knowingly permit anyone other to use the Licensed Materials.

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

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

Distribution Rights. 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.

Commercial Purposes. 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.

Notification of Modifications of Licensed Materials. 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.

Completeness of Content. 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.

Withdrawal of Licensed Materials. 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**

Protection from Unauthorized Use. 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 non-breaching 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.



ALL 20,000 LEAGUES UNDER THE SEA NAUTILUS PAPER MODEL ARTWORK ©2004 ROBERT NAVA.  
THIS PROJECT IS PURELY FOR ENTERTAINMENT PURPOSES ONLY.



Within this document lies the 20,000 Leagues under the Sea Nautilus Paper Model. When completed, the model should be approximately 20 inches long. Please note that this project is not recommended for children. Assembly requires an abundant amount of time and patience which most children may find very frustrating. Parents: if you insist on letting your child assemble the model, please assist them.

You will need a pair of scissors, an x-acto knife, and glue to assemble the Nautilus. As with any project using any type of adhesive, you should always work within a well-ventilated area. A good light source is also important, as there are several small pieces. Also use EXTREME caution when you use an x-acto knife; it is very sharp and can easily cause severe injury!

Print out all of the pages if you haven't already done so. Color is preferred, but you may print in black & white if you wish. If you're a Disney buff, you may want to invest in some good paper. Or you can really go all-out and have it professionally printed on a laser printer. A local printing shop may be able to assist you. Because the files are in .pdf format, a print shop will need a computer with Adobe Acrobat Reader installed and possibly an Internet connection. But that's a pricey way to go.

Look through the pages, and become acquainted with the various pieces. Read the instructions and study the illustrations to know what to cut. Before gluing, always dry-fit the pieces to ensure that they fit. If they don't fit, you may have the wrong pieces. Some major pieces are made up of more than one piece. Piece 2, for instance, is made up of pieces 2A, 2B, 2C, 2D, 2E, 2F, 2G, 2H, 2I, and 2J. 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. Some pieces may also have been slightly modified after the publishing of this document. In those cases, the pieces will look slightly different from their instruction image.

Have fun building the Nautilus!



## **INSTRUCTIONS**

**STEP 1.** Begin by cutting out pieces 1A-1J and pieces 2A-2J. Assemble pieces 1A-1J; everything is numbered, so you'll know where everything goes (hopefully). Assemble pieces 2A-2J, and you'll have the upper and lower hulls of the Nautilus!

**STEP 2.** Lay pieces 1 & 2 on their bellies, exposing their interiors. Glue pieces 3A-3D to the inside of piece 1, making sure that the printed sides of pieces 3A-3D are facing downward. Repeat the same process for pieces 4A-4D, gluing them to piece 2.

**STEP 3.** Cut out (optional) the white areas inside pieces 5A & 5B with an x-acto knife, and glue the two pieces together. When it is dry, glue piece 5 to the bottom of piece 1, along the center line.

**STEP 4.** Glue 6C to 6B via the tabs. For the part after the tabs, glue 6C directly to 6B, but keep a good portion of the end unglued. The rudder piece will be sandwiched between 6C & 6B later on. Glue 6A to pieces 6B & 6C. You should now have a piece that tapers from 3-dimensional into 2-dimensional.

**STEP 5.** Glue piece 6 to the bottom of piece 1 when dry.

**STEP 6.** Fold the two loose flaps on both sides of 7A upward. Assemble 7A-7J.

**STEP 7.** Glue 8A to 8B. Use an x-acto knife and cut along the white line on piece 8B. Glue 8C to 8D, not gluing the tabs together. Slide piece 8C/8D through the slot in 8B, then glue the tabs of 8C/8D to the underside of 8B.

**STEP 8.** Glue 8E to 8F and glue 8G to 8H. Glue piece 8E/8F and 8G/8H to piece 8A/8B. DO NOT glue the tips of 8E/8F and 8G/8H together! Glue piece 8I to pieces 8E/8F and 8G/8H. Glue 8J to 8K, then glue 8K to the underside of 8B. Glue the remainder of 8F to 8H, but keep a good portion of the end unglued. The rudder piece will be sandwiched between 8F & 8H later on. You should now have a piece that tapers from 3-dimensional into 2-dimensional.

**STEP 9.** Glue piece 7 to piece 8, then glue piece 8 to the top of piece 2.



**STEP 10.** Glue 9A to 9B. Dry fit by sliding piece 9 between the tips of piece 8, and resting the rear portion on top of piece 7. You may have to reshape the rear notch to get it to fit onto piece 7 properly. When you are satisfied with the result, glue piece 9 to the top of piece 7 and along the top of piece 2.

**STEP 11.** Glue pieces 3A-3D to pieces 4A-4D to seal the Nautilus' shell. Glue piece 10 to pieces 1 & 2, capping off the body.

**STEP 12.** Glue piece 11C to itself, making a tube. Glue 11A to 11B, then to one end of 11C. When dry, glue piece 11 to the center of piece 10.

**STEP 13.** Glue 12A to 12B, offsetting them so that there is an exposed white area at each end. When firm, glue piece 12 to itself, making a ring. Be sure to glue the two exposed ends to each other to create a strong, seamless bond.

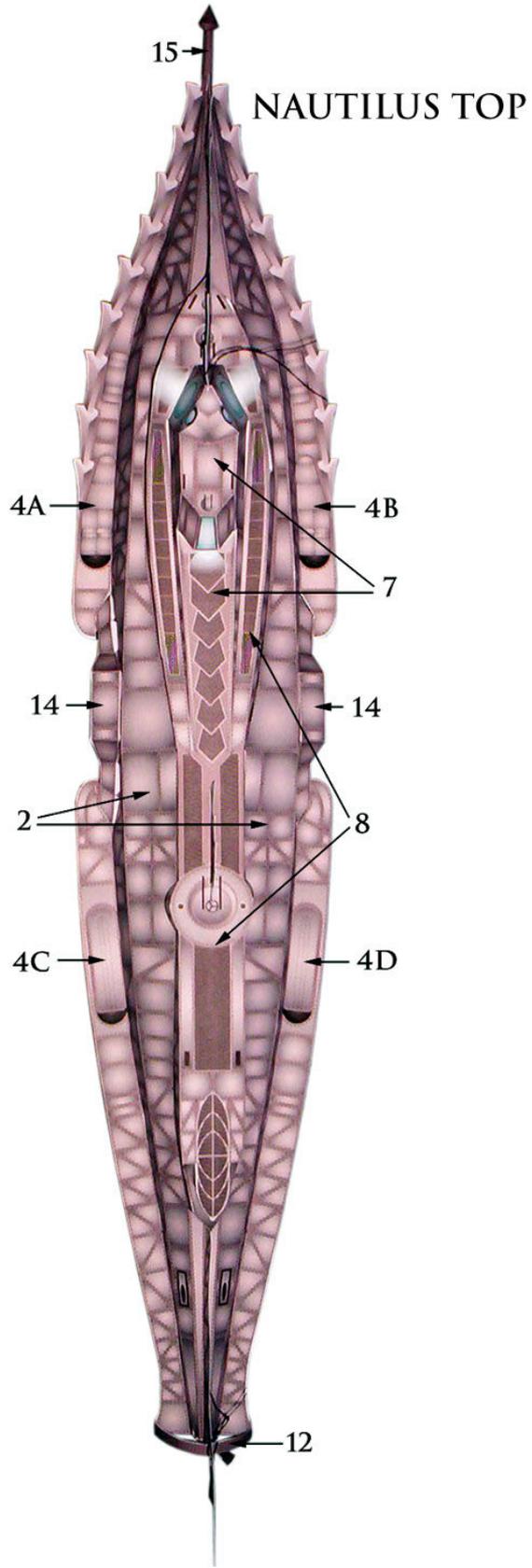
**STEP 14.** Glue 13A to 13B. Position and glue the tabs of piece 13 between the tail pieces of 6B & 6C and between the tail pieces of 8F & 8H. You may now finish gluing pieces 6 & 8 to keep the rudder piece (13) in place.

**STEP 15.** Cut along the white lines on pieces 6 & 8. Slide and glue piece 12 through the slots. Shape it into a nice, round circle.

**STEP 16.** Assemble pieces 14A-14C; you will make two identical pieces. Glue piece 14 onto both sides of the Nautilus' body.

**STEP 17.** Glue piece 15A to itself, making a tube. Use an x-acto knife to cut along the four white lines. Glue pieces 15B & 15C to themselves, making two cones. Glue the tapered end of 15B into the uncut end of 15A. Glue the open ends of 15B & 15C together. When dry, slide and glue piece 15 over the nose of the Nautilus.

**STEP 18.** Glue the upper portion of 16A to the upper portion of 16B, then glue the exposed areas to 16C. Curve base of piece 16 to look like an anchor. Glue piece 16 (you'll make two of these) to the center of the dark oval on both sides of the Nautilus, located near the front.



NAUTILUS  
BOTTOM

