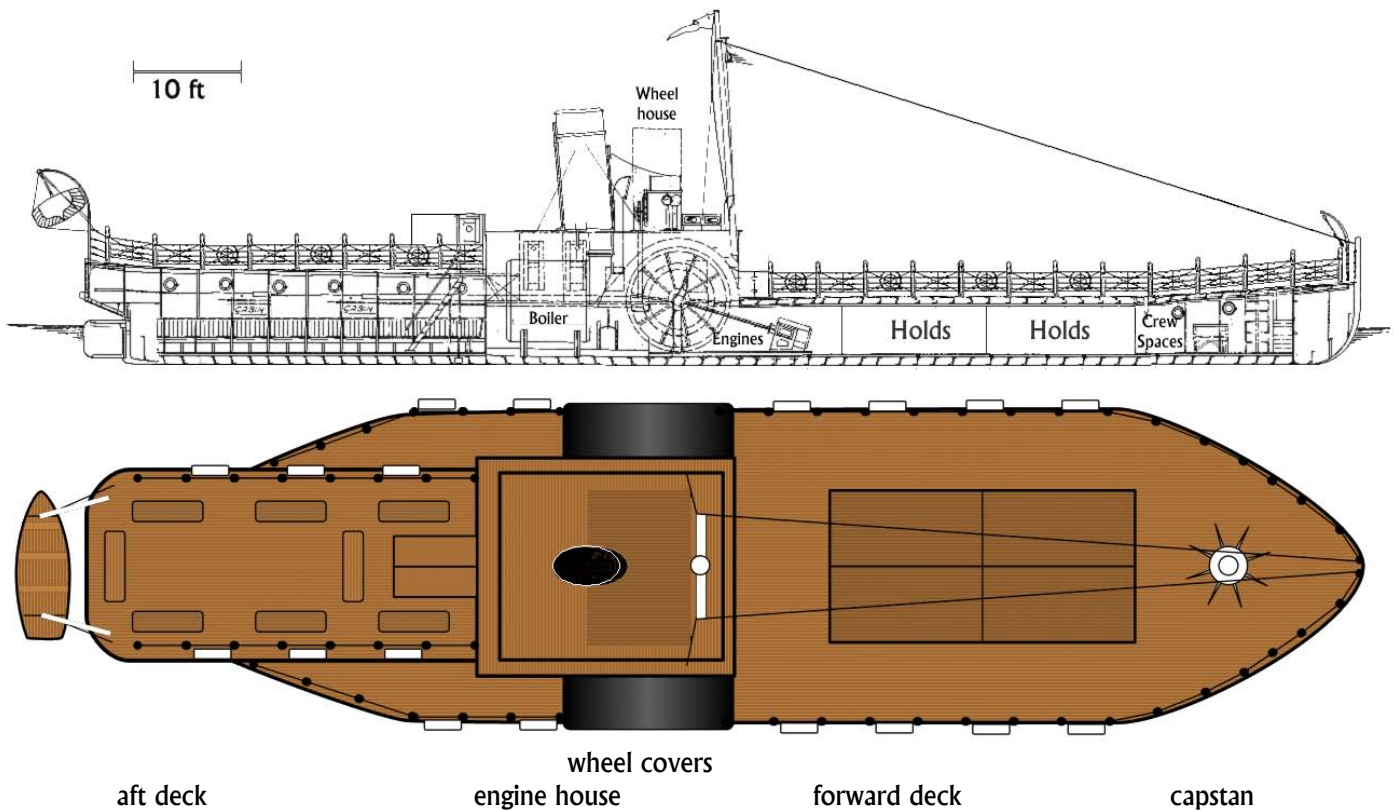


Forgotten Futures – The Scientific Romance Role Playing Game Build Your Own Paddle Steamer ~ Marcus L Rowland



This file contains everything needed to make a model of the ship shown above from the deck upwards, and a flat plan of the areas below decks.

For the purposes of running an adventure the flat deck plans (pages 3-5 and possibly 12-14) may be all that's needed; just tell players that the aft deck is at a higher level, and that the wheel house is on top of the engine house. Print them onto thin card, optionally laminate them, cut out the pieces and tape them end to end; once made they're ready for use in a few seconds. Stick the boat on the stern and the capstan onto the deck forward of the hold.

For a more challenging project print the whole file and assemble a complete model. This isn't particularly difficult, but you will need the following:

- Sharp scissors or a scalpel and cutting mat
- Adhesive tape and double sided tape
- A drinking straw or thin wooden dowel about 6-8" long
- A toothpick or similar wooden rod such as part of a skewer
- Thread
- Thick wire to make boat davits etc.
- Glue

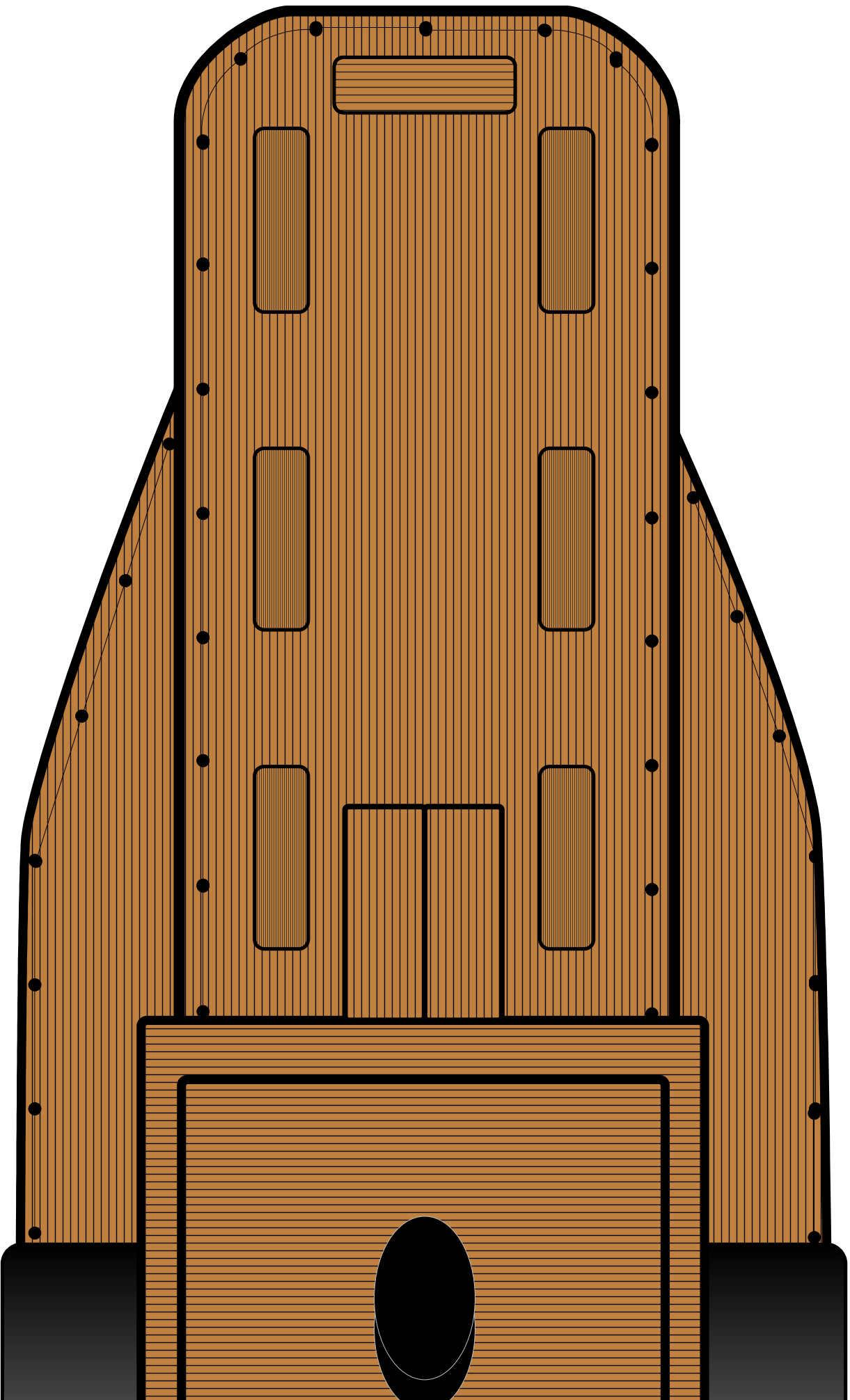
The deck rails look best if they can be printed onto clear acetate.

<http://www.forgottenfutures.com> ~ <http://www.forgottenfutures.co.uk>

This file has been supplied as a FREE download; if you are asked to pay for it please let me know!

1. Assemble the flat model (pages 3-5) and if possible glue it to a thicker base such as a piece of thick card.
 2. Glue the capstan to card and cut it out – find something to raise it above the deck, e.g. a short length of dowel rod, and glue it to the deck over the small circle forward of the hatches.
 3. Cut out the small boats. Make davits using stiff wire so that one can eventually be fixed hanging over the stern – see the side view above for the shape of the davits.
 4. Assemble the rear deck and cabins (page 6) as an inverted box. Bend the flaps round to make the curve of the hull then glue behind the folded-down cabin windows. The excess paper can be used to make tabs underneath. Glue or tape it over the aft deck of the flat model.
 5. Assemble the engine compartment (page 7) as an inverted box with one wall missing, then add the rear bulkhead (page 8). Glue or tape the assembled engine compartment to the flat model as shown; for extra strength glue it to the aft deck and cabin assembly.
 6. Assemble the boxy structure that covers the ladders below deck (page 8), and glue it to the top of the rear deck and the back of the engine compartment.
 7. Cut out the wheel house (page 9); fold the card double so that the windows are visible both sides, and fold it to a “U” shape with the base facing forward. Fix to the top of the wheel house with a thin line of glue (optionally make tabs and fix it through the deck).
 8. Assemble the paddle wheel covers (page 10) as semicircular boxes, then glue to the deck and the sides of the engine house.
 9. Assemble the bench seats for the aft deck (page 9) as “h” shapes, and fix to the deck with something underneath (e.g. pieces of balsa wood or sticky fixers) to raise them above the deck.
 10. Cut an oval hole in the engine house roof aft of the wheel house (the black oval shown) and roll the funnel (page 9) to fit. Glue it so that it is slanted backwards as shown in the drawing. Optionally paint the inside of the funnel black.
 11. Make a mast from a drinking straw or wooden dowel in proportion with the drawing above, with a cross beam made from a round toothpick. Make a hole in the deck forward of the wheel-house and glue it in place,
 12. Run threads from the ends of the crossbar of the mast to the bow of the ship, and backwards and down onto the deck just forward of the wheel house.
 13. Cut out the wheel house roof (page 10) and put it onto the wheel house. If you will be using miniatures or cutout figures you may want to leave the roof loose so that they can be moved in and out easily.
 14. If possible print the railings onto clear acetate, cut them out, and glue them along the edges of the decks. Alternatively make railings from toothpicks, thin wire etc. but it’s a LOT of work. Glue life belts (page 8) at intervals along the rails.
 15. Fix the boat with its davits to the deck so that it hangs over the stern of the ship as shown in the drawing.
 16. Assemble the lower deck plans (pages 12-14) and if possible glue to a thicker base.
- Once made this model should be reasonably robust, but isn’t easy to transport. For best results have all the parts ready but don’t fit everything ready until you’re ready to use it.

This model is a “stretched” and somewhat simplified version of the steamer *S.S Menna*; the original plans can be found at <http://www.gty.org.uk/en/blowup1/18019>

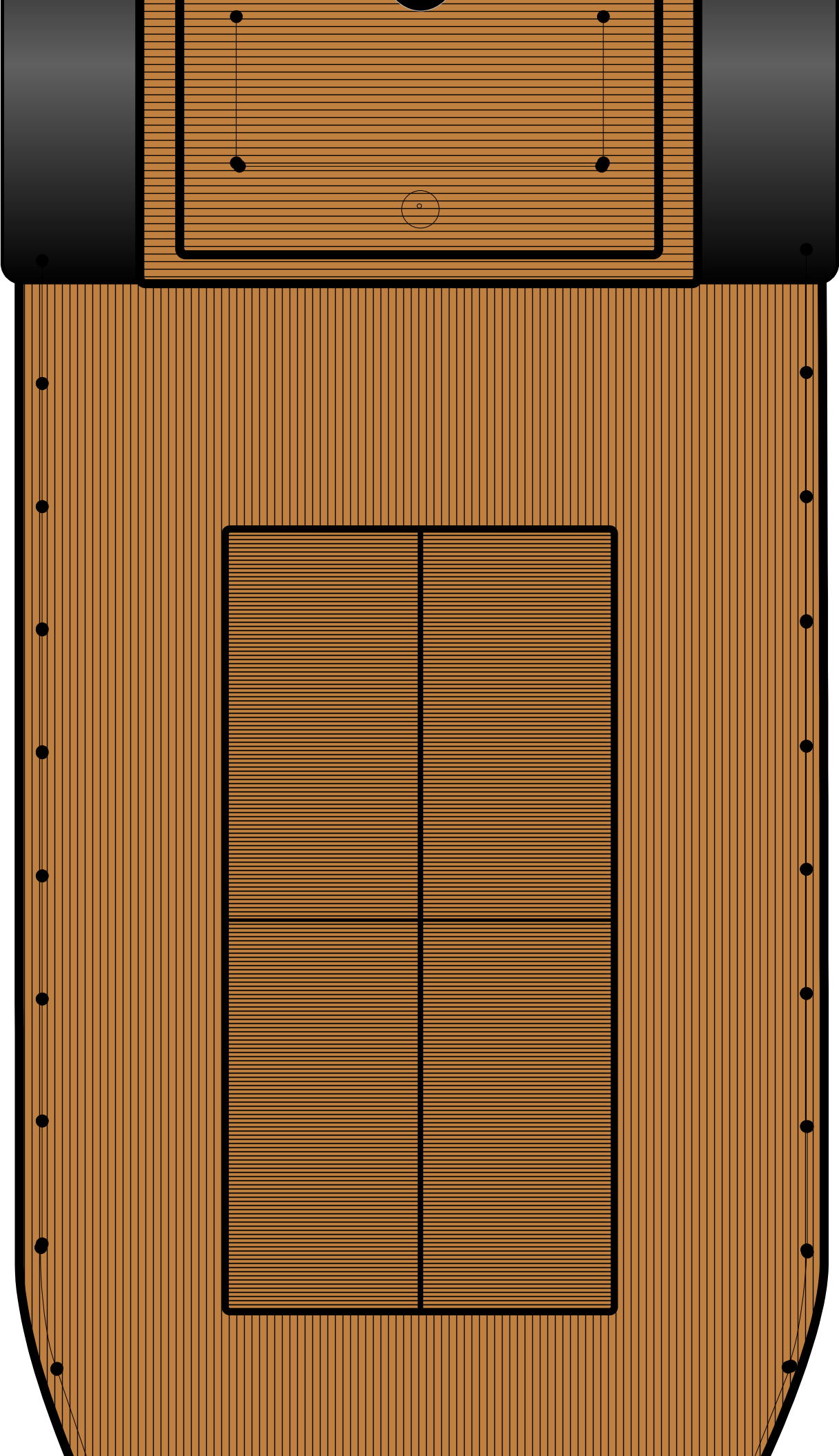


Fix mast (drinking straw or cross beam e.g. toothpick)

Fix funnel here



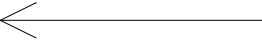
*thin dowel rod) through circle forward of wheel house, with
at top and rigging as shown in picture*



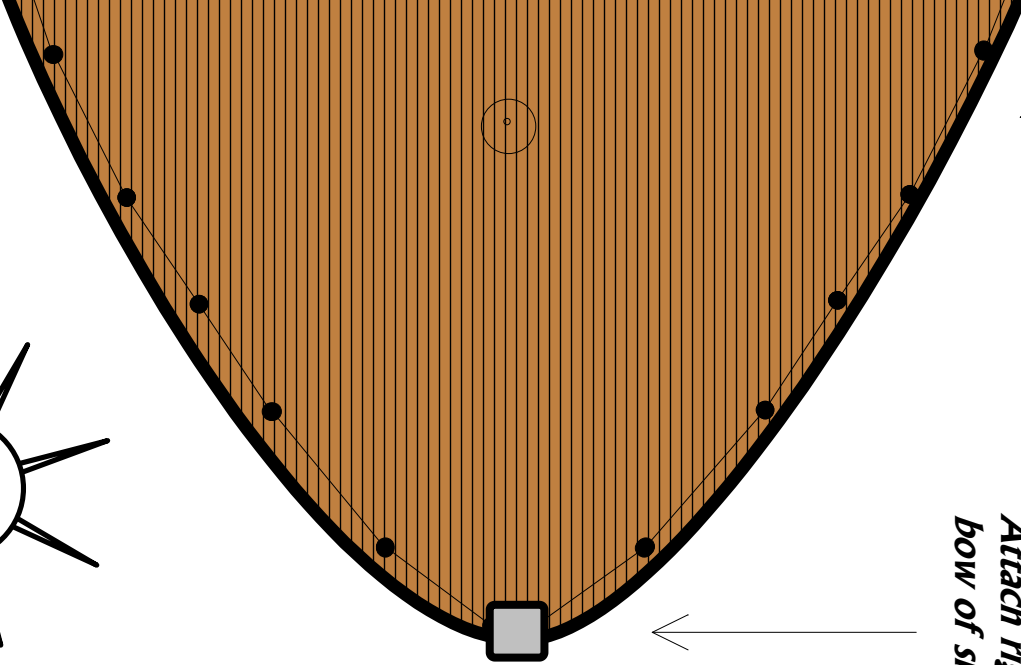
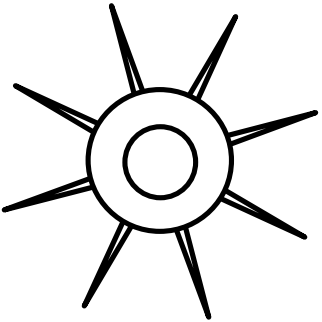
*fix capstan
over circle on
deck*



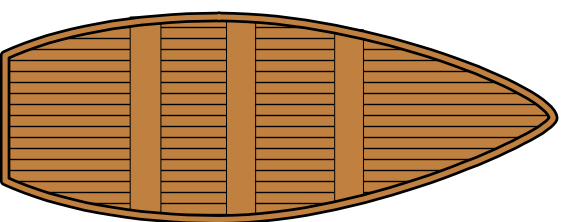
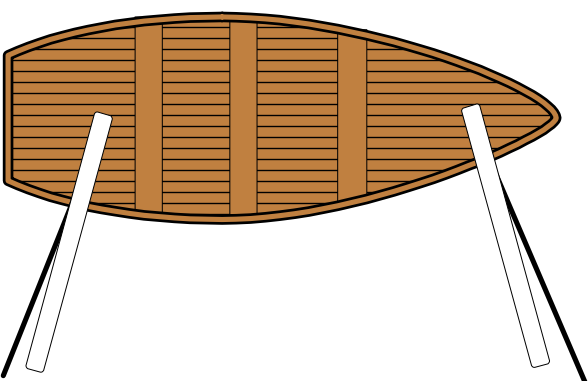
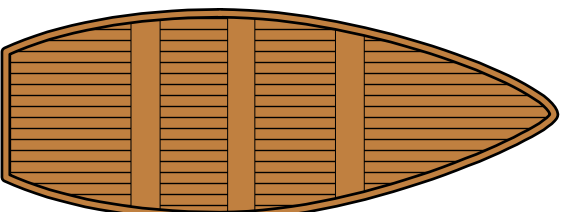
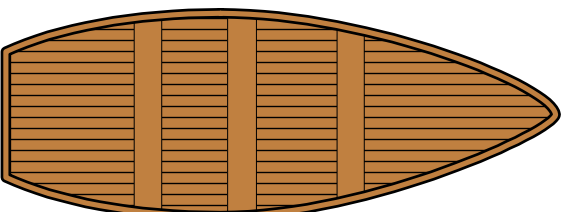
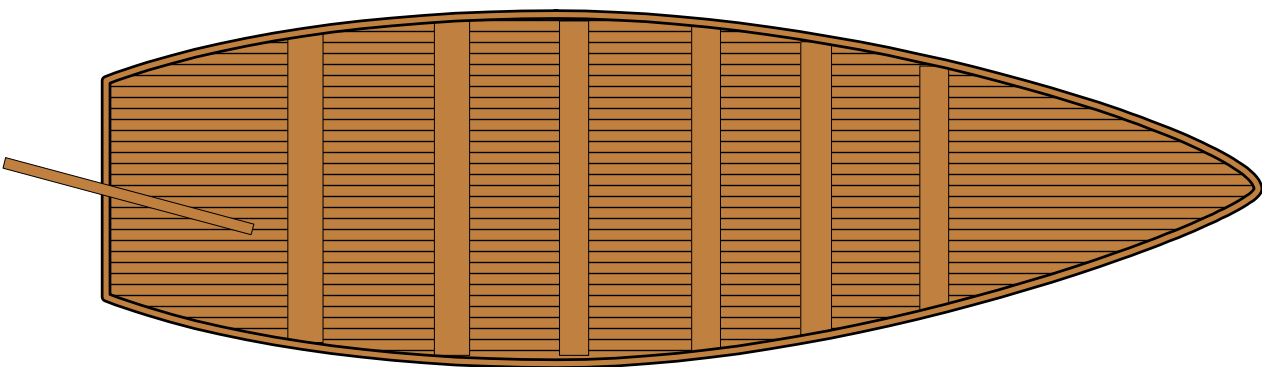
*Attach rigging to
bow of ship.*

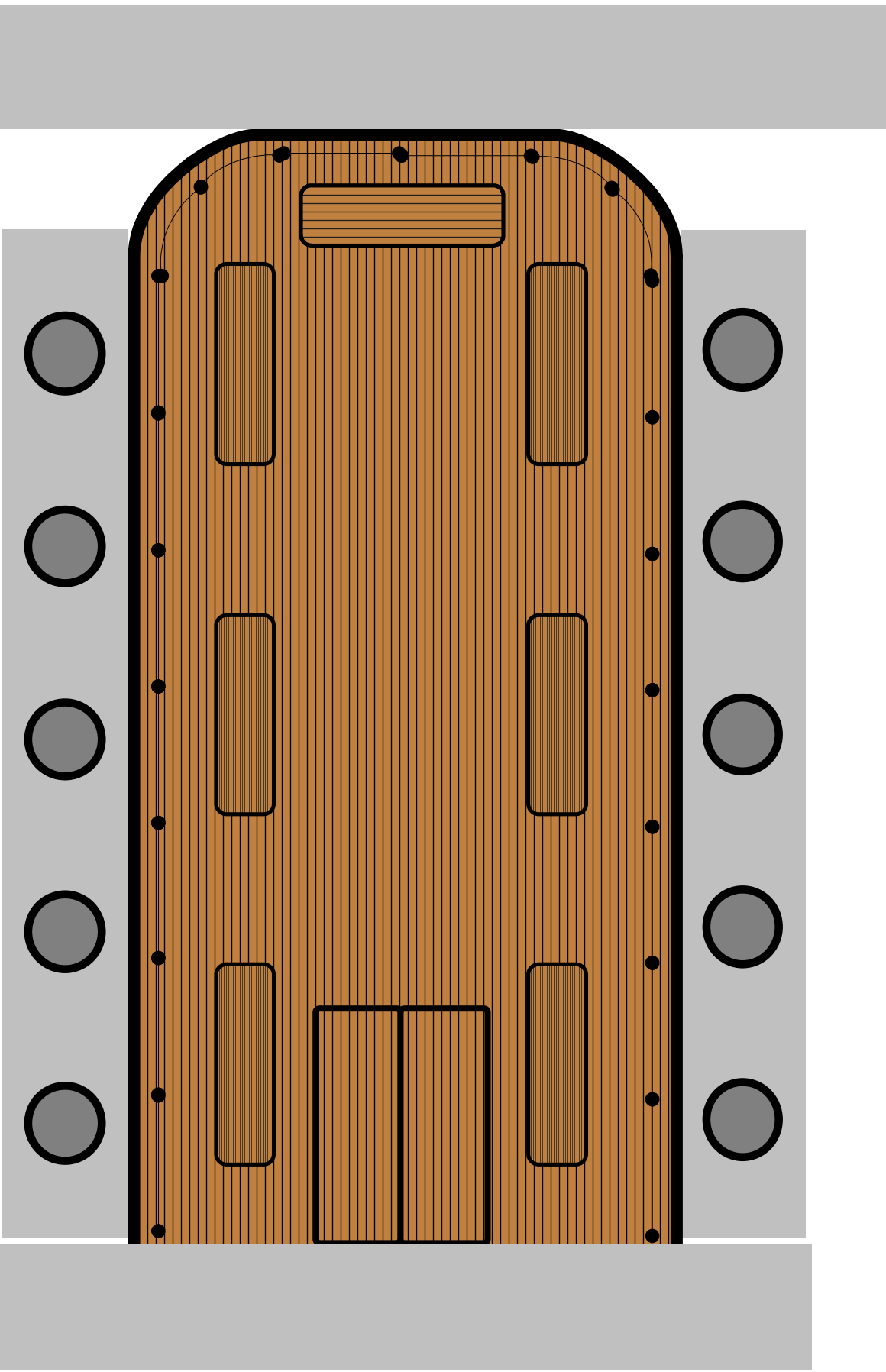


*Capstan:
Glue to deck
forward of
hold hatches*



*Lifeboat - stick onto stern (or onto stern of aft deck
if you are building this with multiple levels.*

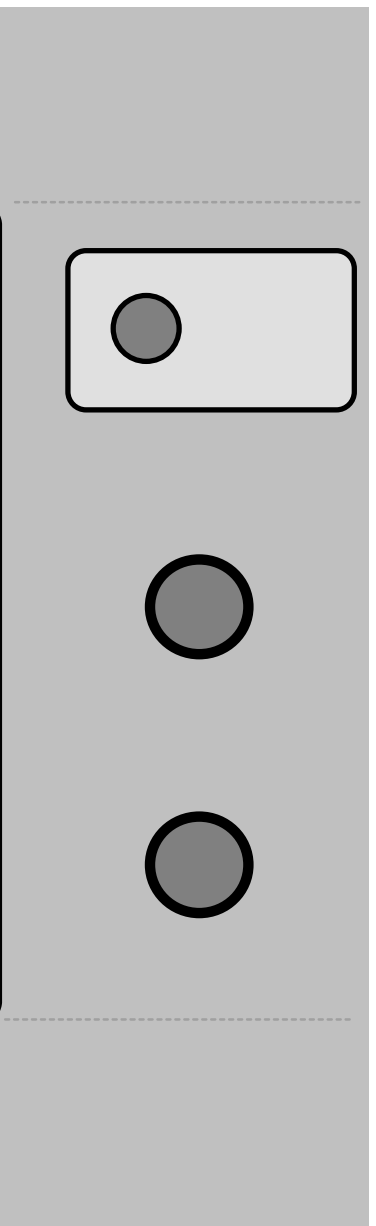
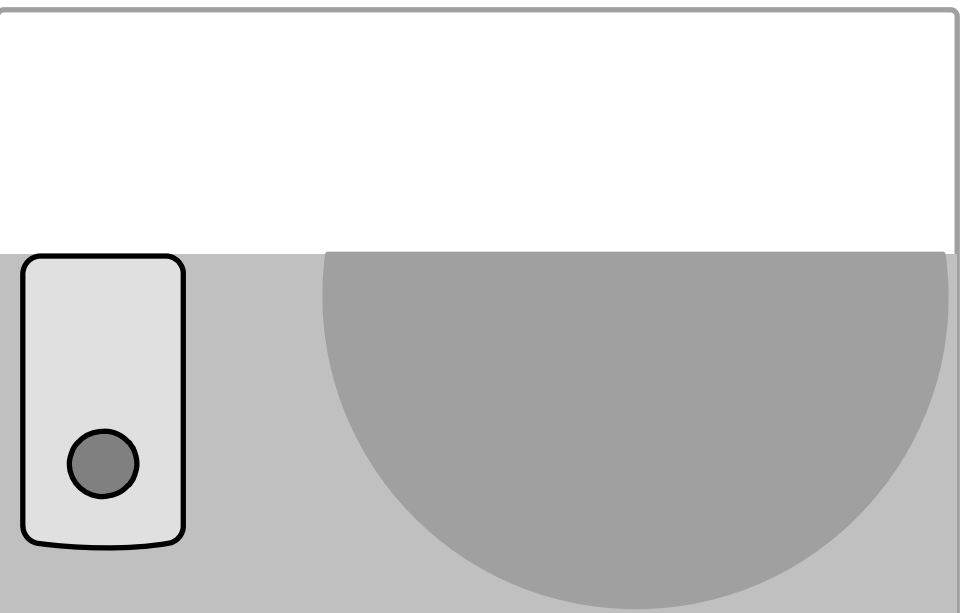




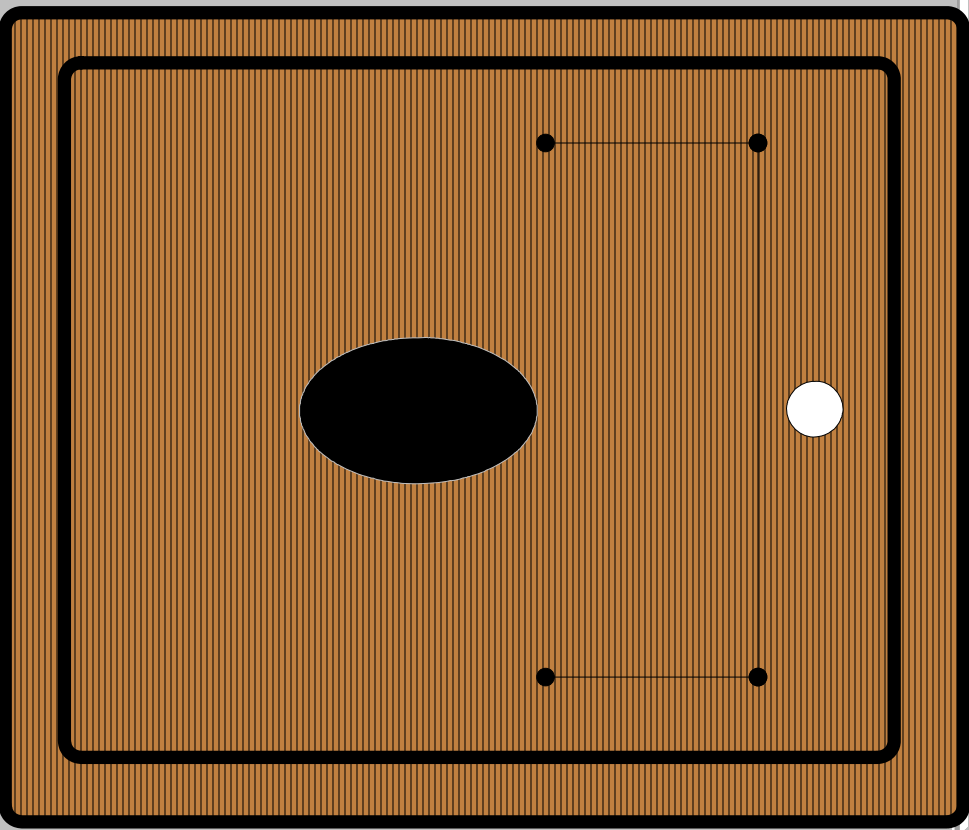
Cabins - fold as a box with deck on top - print lifeboat etc. onto thin card and glue to rear of deck (optionally make devits from wire). Glue ladder access compartment onto front of deck, and to adjoining engine compartment.

Fix mast (paper straw or wooden rod about 4" high) through the white circle in front of the wheel and compass

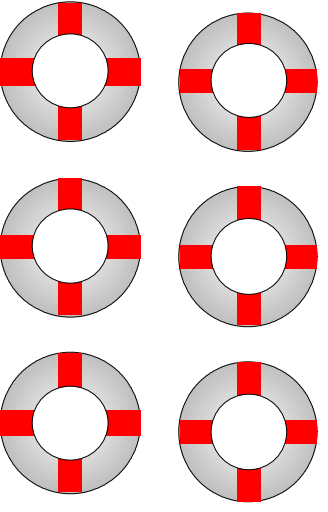
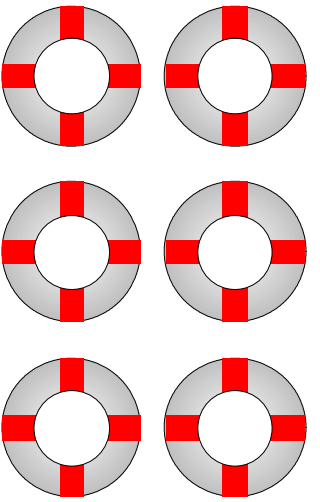
Glue funnel over black oval mark slanting back.



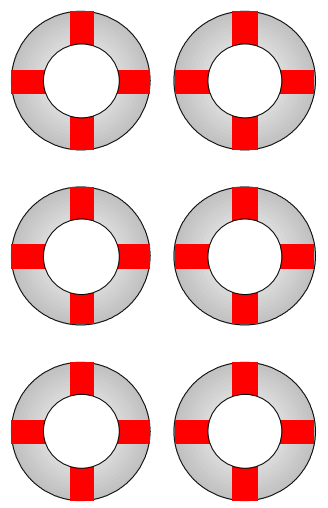
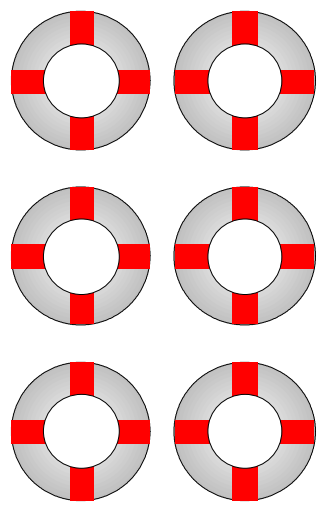
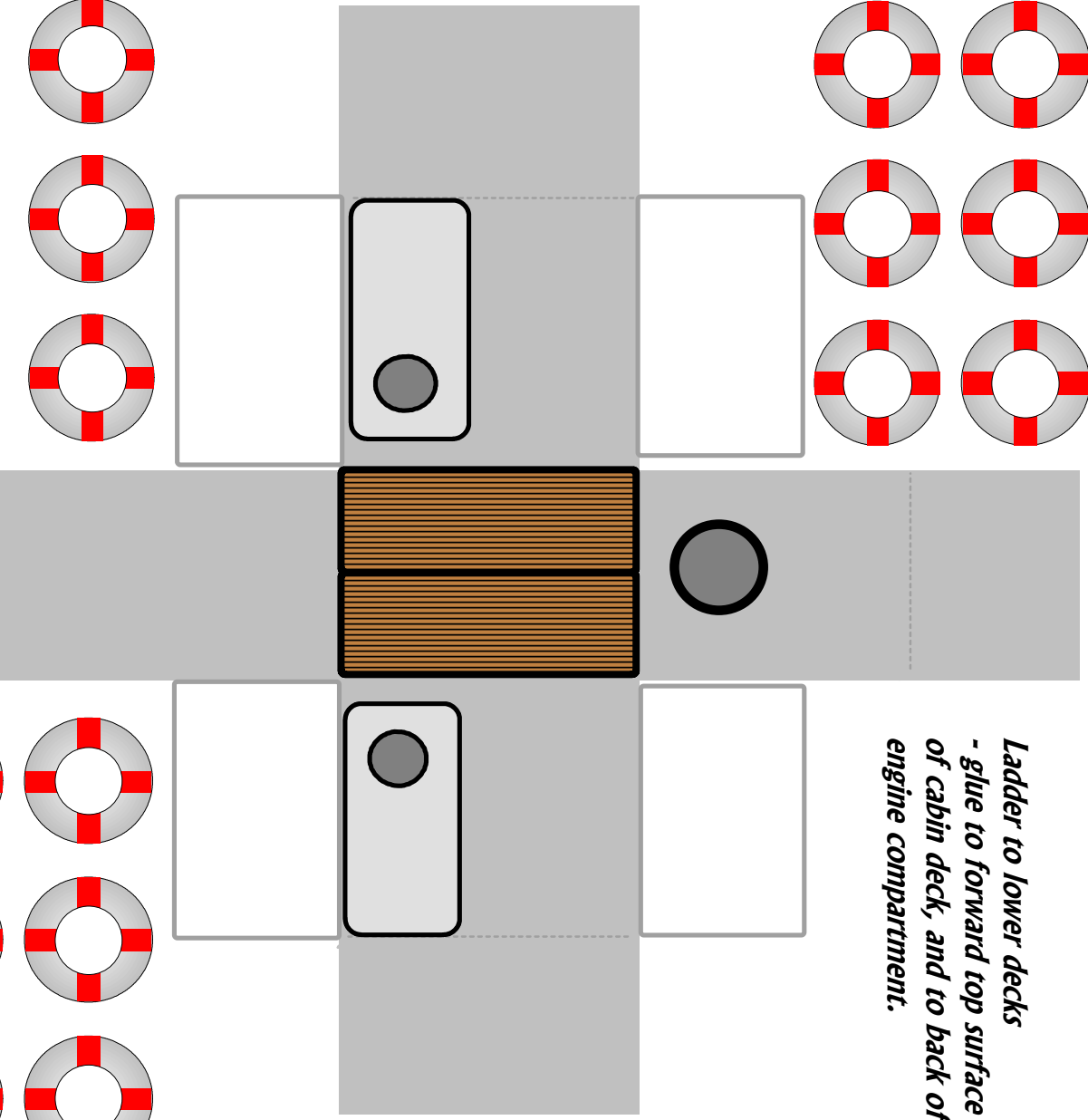
Engine compartment glue to form a box with a side missing, add rear bulkhead from next page and glue the cabin deck to it.



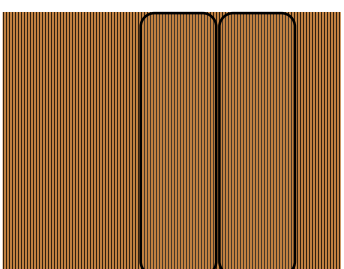
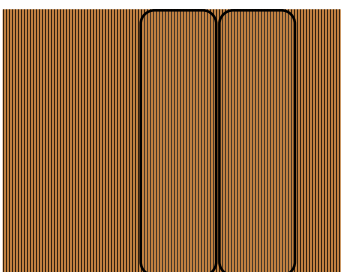
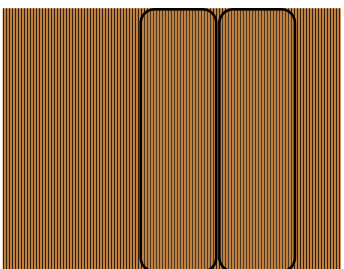
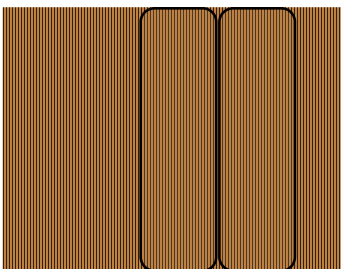
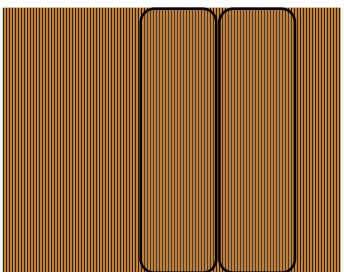
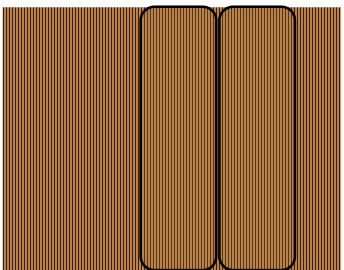
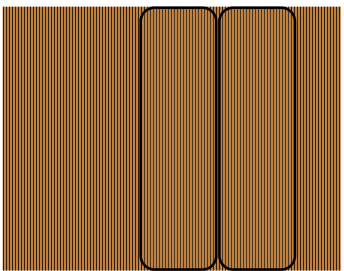
Rear bulkhead of engine compartment
- glue to rear of engine compartment
with grey side out. Glue engine house
to cabin deck



Ladder to lower decks
- glue to forward top surface
of cabin deck, and to back of
engine compartment.



front base



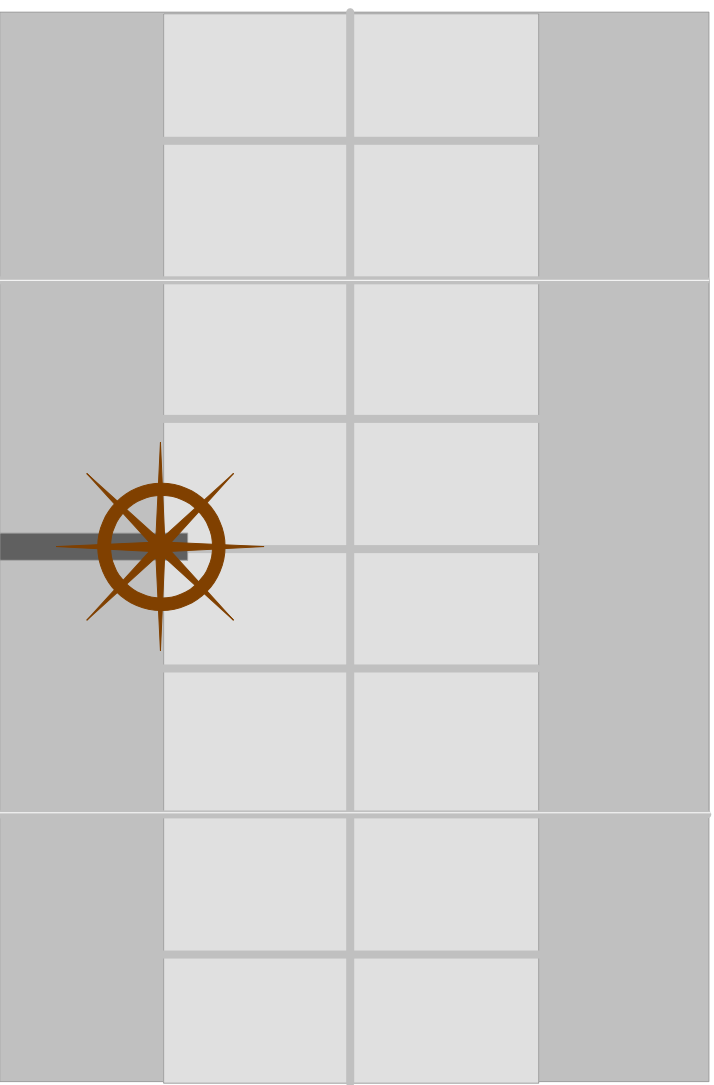
back rest and base

Seats - fold to an 'h' shape, use a sticky pad under the seat to fix to deck.

Wheel house - fold over as double-sided rectangle, then fold sides back to make side wind shields - glue to engine compartment roof.

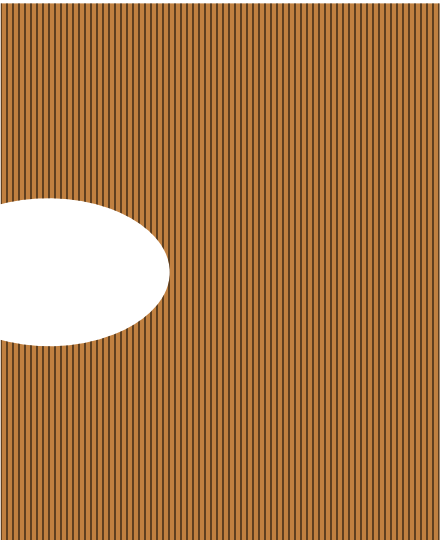


Funnel: roll to tube, cut base at a slant and fix to deck on top of engine house





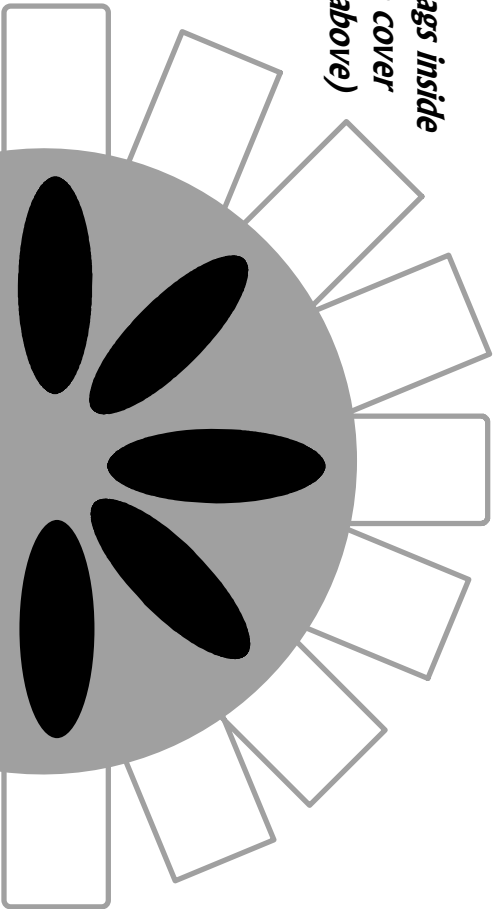
Fold to semicircle - glue to side of engine compartment - glue wheel cover under



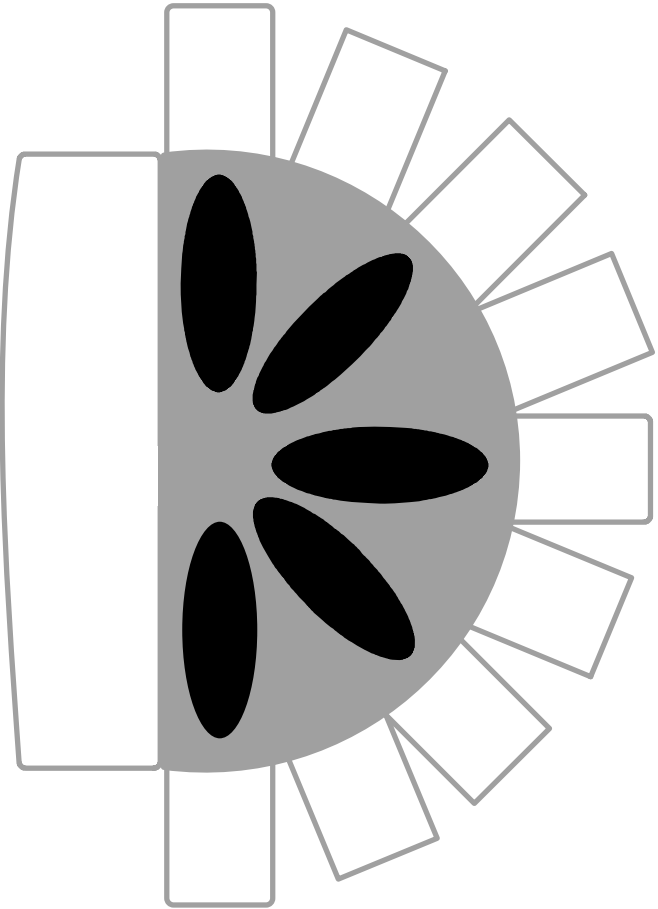
Wheel house roof - leave loose so that figures can be moved in and out easily.

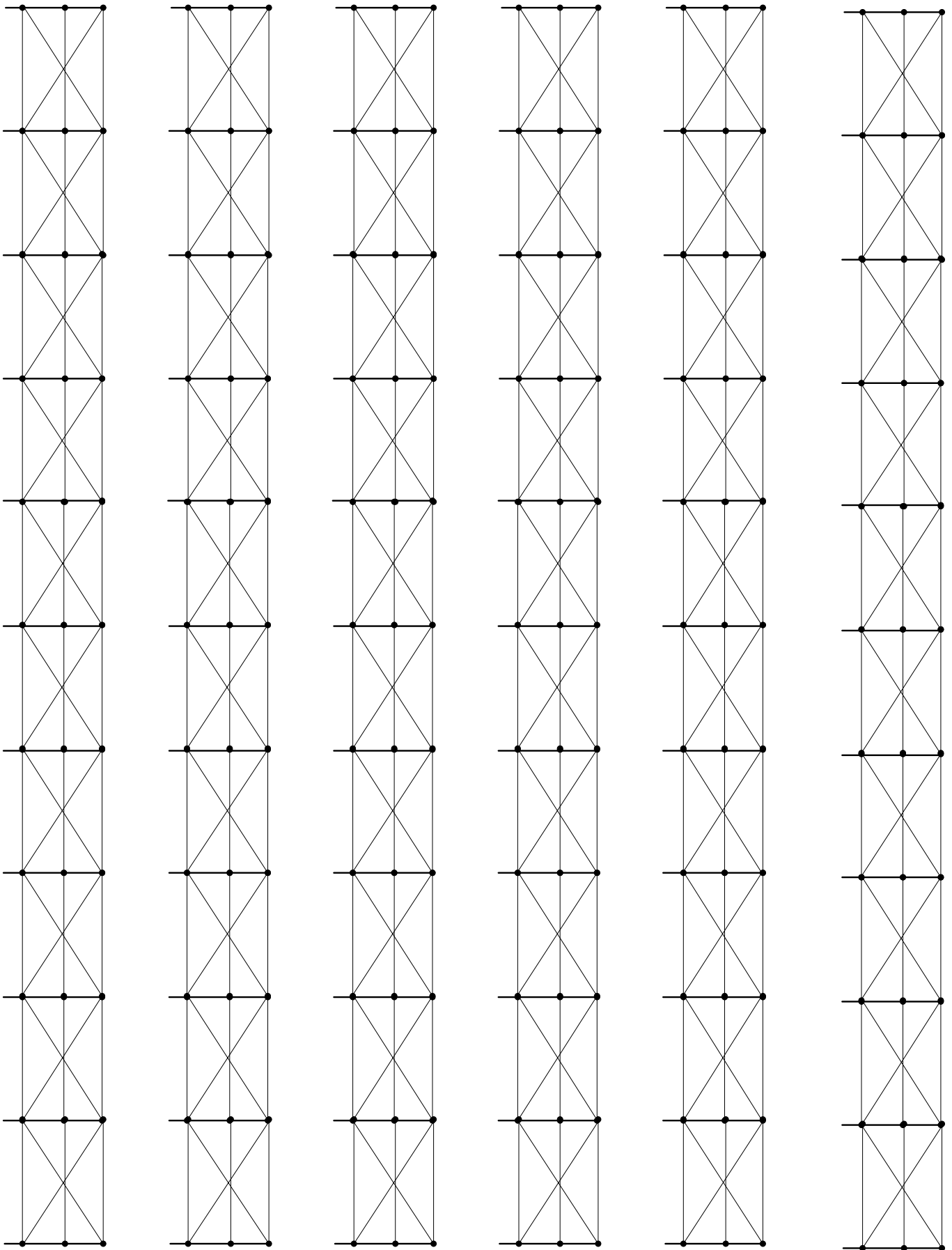


Glue tags inside paddle cover strip (above)

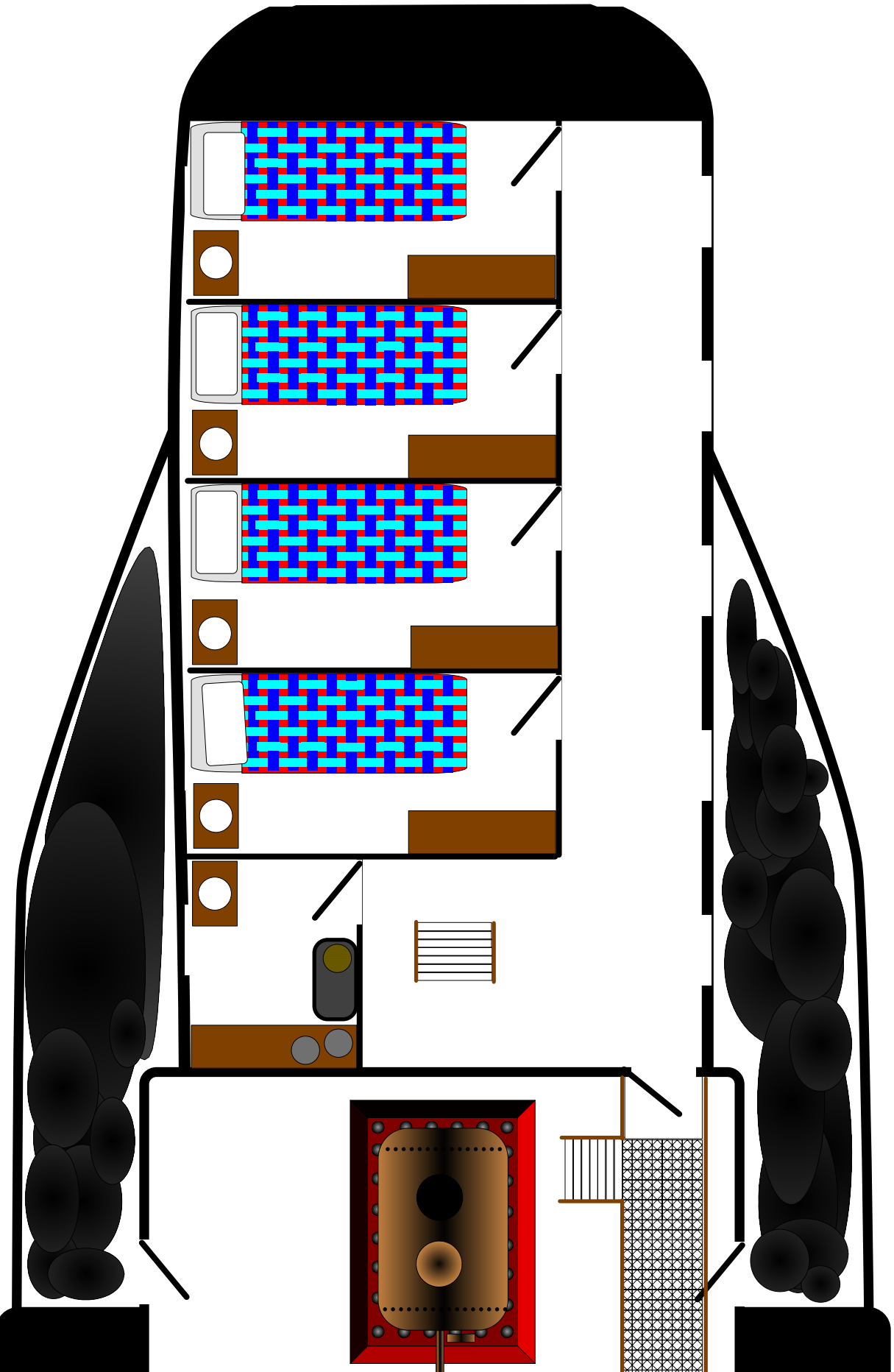


Fold back, glue to base sheet





For best results print onto acetate sheet, glue lower edges to deck



*Coal bunkers
under lower deck*

Cabins

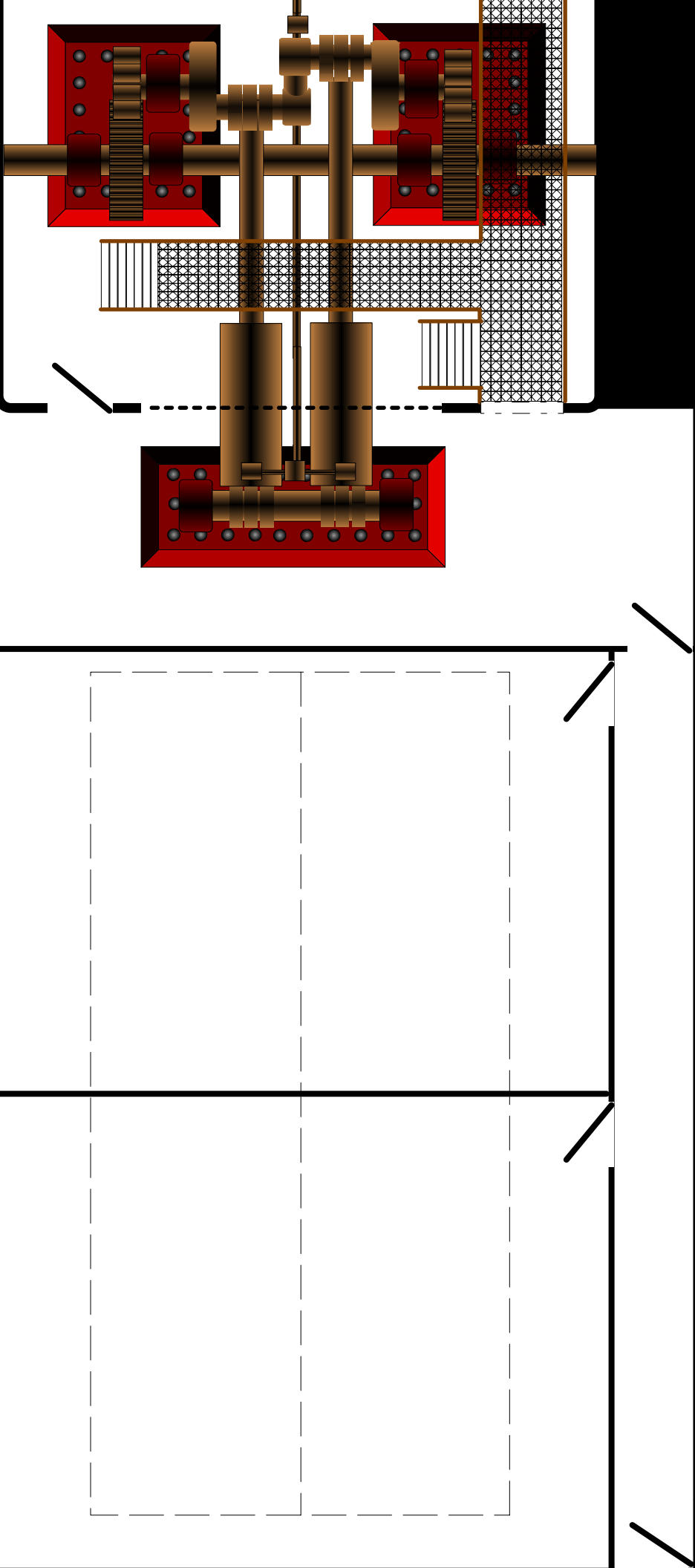
Ladder to aft deck

Galley

Boiler

*Carwalk over
machinery*

*Hatch to
forward deck*



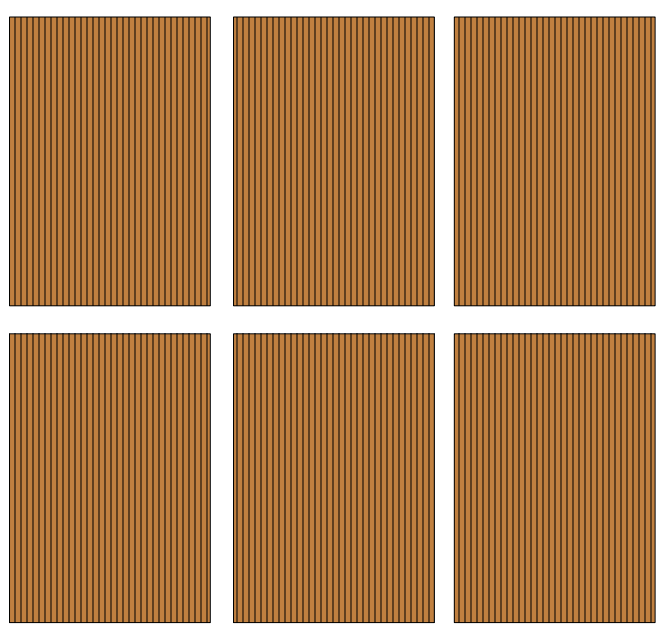
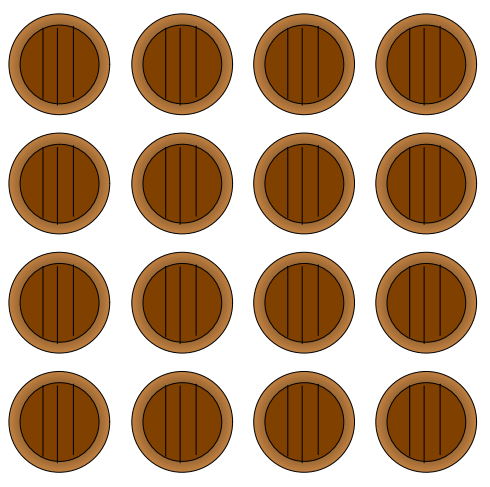
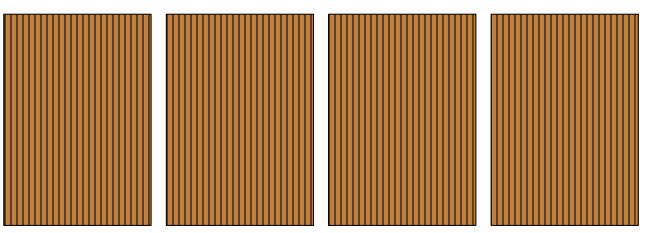
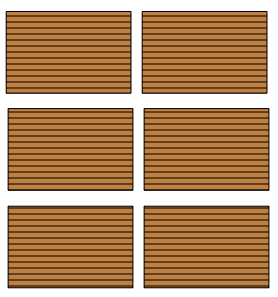
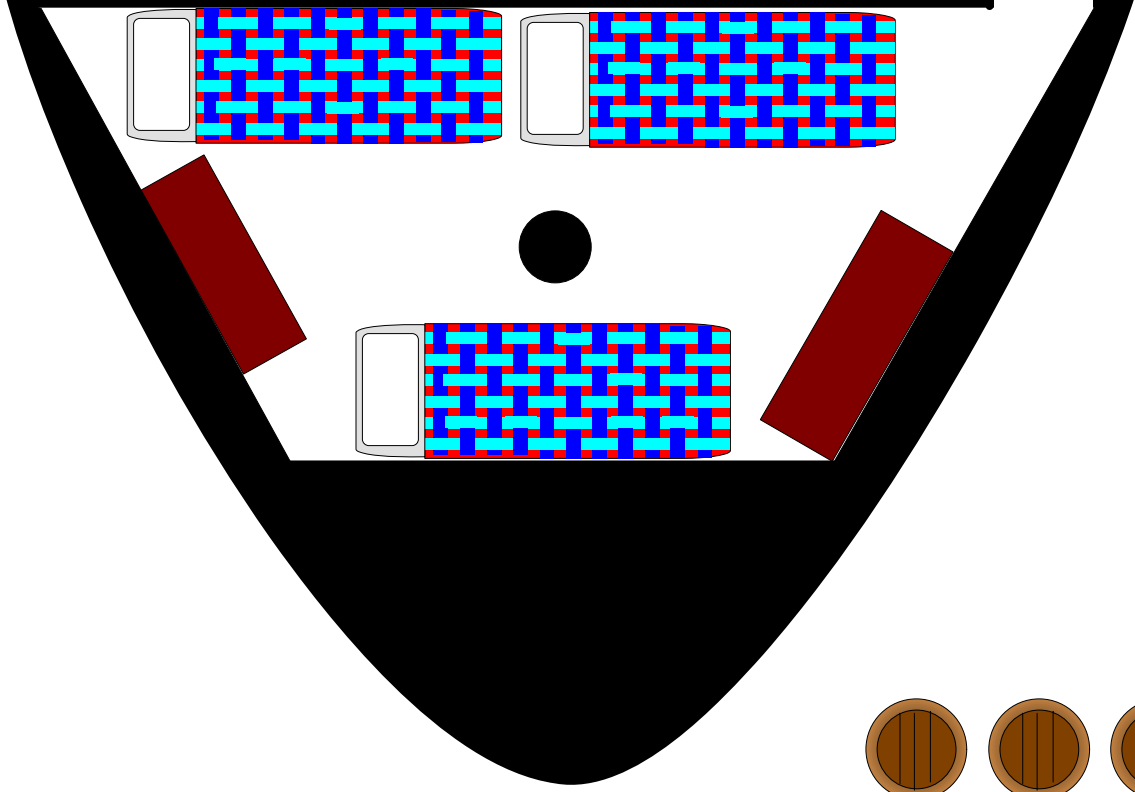
*Crankshaft, main shaft
paddles etc.*

Pistons

Holds (hatch covers shown in outline)

Crew quarters

Chain locker



Hold full of cargo

