

THE

Scroll.

MAGAZINE

◆ **The “TimeFort” series
and Hull’s
Maritime History**

TIMEFORT



ISSUE 17

INTRODUCTION

CONTENTS

P 4 - The TimeFort Series

P 15 - The origins of Hull's maritime history:
The Meaux Monks

P 17 - Lesser known figures from Hull: Those
who sailed from Hull and made an impact else-
where.

P 20 - Hull's Whale Skeletons

P 25 - TimeFort: Prelude To Doomsday

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ARTS
TAKEOVER**



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EDITORIAL

We're back!

In this issue, we're doing a little bit of a round robin of Maritime fun! We've a couple of articles exploring lesser-known figures in Hull's history, another article about the famed Whale skeleton in the Maritime museum, a deep-dive on the Doom Engine game that the Youth Arts Takeover's Games Design sessions have been working on, and last but not least, a fun short story set in the TimeFort universe, which acts as a prelude to our next RPG Maker game!

We're always looking for more contributions, so if you want to send in art, photography or more, let us know and get in contact!

See you all next time!

- The Scroll Team

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We're always looking for creative content, be it:

- **Photography**
- **Writing**
- **Paintings or other art!**
- **Articles on any topic!**
- **Interviews!**

And even more besides!

**If you have something you want to share with us,
get in contact, and it might end up in
the next issue!!**

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The fourth installment of the

'Timefort' game series is coming!

Goodwin Development Trust have a history of creating games within the 'Youth Arts Takeover' (YAT) team. These games began as simple board games and have developed into the 'Timefort' series, which focuses on the rich history of the city of Hull, with a special focus on the maritime past. The first three games in this series; 1555 (2023), Corsair (2023) and Spurn (2024) were all RPG's, as is "Doomsday", the fourth. However, the next installment is set to shake things up...

The fifth game, which is currently in development, is a 'First Person Shooter' (or FPS) game, set to run on the same engine as 'Doom', the classic 1993 FPS game which lands the player on Mars, its moons and beyond. This engine, formally the 'id Tech 1', but more commonly known as the 'Doom engine' as per its legacy, has made a resurgence recently. This comes with a nostalgic revival of so called 'Boomer Shooters', a style of game from the early 1990's which focused more on combat and adventure as opposed to graphics. Examples of this revival can be seen in recent games such as Ion Fury (2019) and Selaco (2022), the latter also using the modified Doom engine, GZDoom, which our team is utilizing.



Above: Timefort: 1555 gameplay



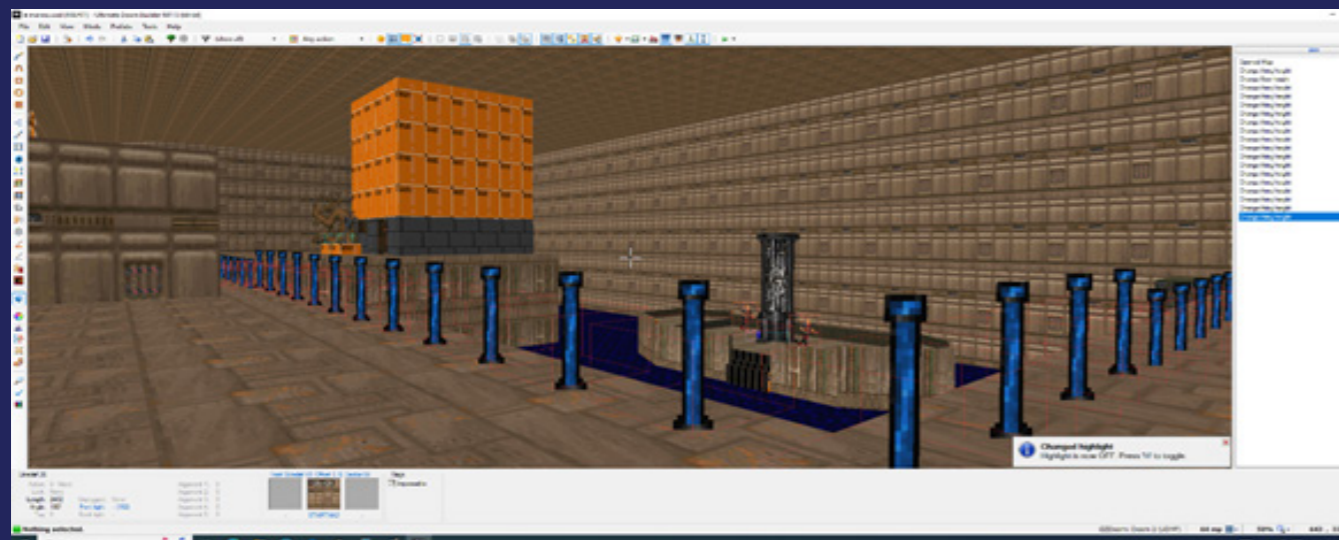
Right: Timefort: Corsair poster

Below: Timefort: Spurn gameplay





Early production of Timefort 4 utilising in-built assets, as well as some newer sprite work.



The new game, which is as yet untitled, has been in the works for around two months. The concept, production and design are being done exclusively by YAT at our dedicated game design sessions (details of which can be found on page 12). So far, the context and storyline follow a similar route to the previous games: the city of Hull must be saved from disturbances in time and space, the players job being to restore our reality. Along with this, the new game will follow along with the historical theme of the series, as with 1555 in the South Blockhouse, Corsair being on the Artic Corsair and Spurn being set on the Spurn Lightship/ 'The Bull'. The setting for this game will be (drumroll please)... the Hull Marina: or rather, an "unmoored" version of the Marina, with strange, temporally-altered versions of individuals from its humble dockland origins to the bustling highstreets of today.

As we are moving from the RPG to the FPS genre of gaming, a lot of influence is being drawn from similar games within the genre, very much in following with the aforementioned boomer shooter revival. The Doom Engine will bring a lot of influences from the 1993 Doom game itself, including some strange creatures you may encounter along the way...

As with any classic game, we are currently working on an original soundtrack, drawing heavy influence from Mick Gordon's Doom music throughout the years. The music will all be composed, performed and recorded by YAT staff, volunteers and participants, mainly from the Music Lab and Studio Sessions, details of which can be found on pages 13 and 14. I spoke to several participants of the music lab, who all have brilliant ideas for the soundtrack, including one girl, Amy, a vocalist. Amy and her fellow vocalists plan to perform in a 'siren like' way, in keeping with the mystery and maritime theme. With such an eclectic mix of young and talented musicians, the soundtrack is set to be something thoughtful, special and unique to Hull and the game itself.



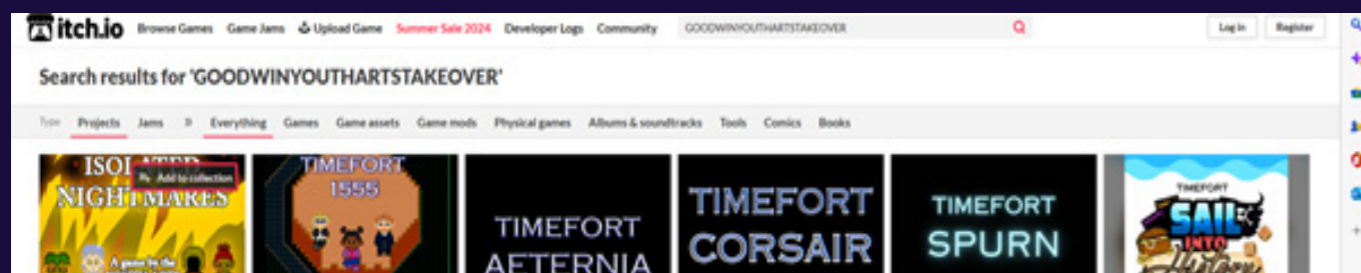
Hull Marina in the 1970s' - Photo by Paul Hurst (PHOTO USED IN PREVIOUS ISSUE)



Hull Marina now (CREATIVE COMMONS LICENSED PHOTO)



Just search 'GOODWINYOUTHARTSTAKEOVER' on ITCH.IO to find previous games and short films. And keep an eye out for TimeFort: Doomsday and future games!



This newest installment of the Timefort series is set to be released mid to late 2024. All groups involved, whether it be the musicians, game designers or staff, are dipping their toes into unknown waters (pun intended) with this venture and it is promised to be unlike anything YAT have undertaken before. The game will be released on itch.io to be played for free and any updates on the release date will follow with further issues of Scroll magazine.

In the meantime, why not play the previous three installments and get a feel for our creators' vision and humor! These can also be accessed on itch.io. Alternatively, keep an eye out for Youth Arts Takeover events, where laptops will be set up for the games to be played.

Please see the next pages on how to get involved with Game design sessions, the Music Lab and studio sessions!

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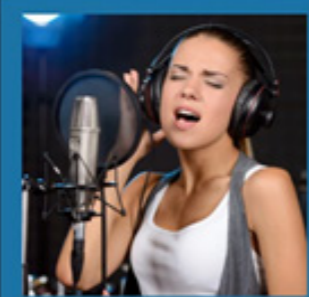
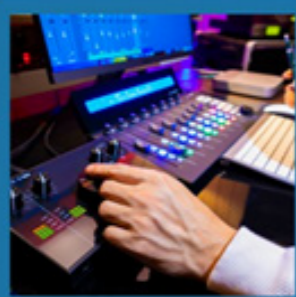
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HULL YOUTH MUSIC NETWORK



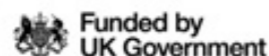
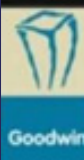
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The origins of Hulls maritime history: The Meaux Monks.

If it wasn't for Hull being situated on the River Hull with such convenient maritime links, it probably wouldn't exist at all! Hull and all of its residents have the monks of Meaux Abbey to thank for its existence.

Meaux, a tiny village situated around 7 miles north of Hull, was once the site of a Cistercian Abbey which was founded in the early 12th century. Cistercians were a stricter branch of Benedictine monks and often focussed their time and energy on farming. After draining the marshland surrounding the abbey itself, the monks at Meaux began to rear sheep and sell wool. It was this entrepreneurial move that led the monks to travel 7 miles south to the river Hull in order to export their product further afield. Discovering the convenience of the shipping links via the river, they began to build a settlement which they named 'Wyke'. The name Wyke can still be spotted around modern-day Hull, from a sixth form college to a property development company and even a rugby league!



Following the success and potential that the Wyke area had, in 1296 Edward I bought the area from the monks and began to develop it. The king then used Wyke as a port and a base for Scottish naval troops. Three years later in 1299, a charter was written giving Wyke its new familiar name: Kingston Upon Hull. This then gave Hull new status, meaning it could hold markets and its own court.

Since its humble origins as a wool port, Hull further exploited its convenient location, becoming a hub for industries such as Whaling, oil distribution, fishing, transport and much more!



Lesser known figures from Hull:


Those who sailed from Hull and made an impact elsewhere.

John Deighton (AKA 'Gassy Jack')

Born in 1830, John Deighton, later known as Gassy Jack due to his talkative nature, was born and grew up in Hull. Him and his brothers learnt to sail early on, as many men from Hull did. Jack's two brothers sailed on British ships, however Jack missed this opportunity and found himself working on US ships.

When the California Gold Rush hit in 1848, many US ships sailed from New York to San Francisco, via cape horn, to transport goods. This journey could take up to 160 days, however Jack's ship could do this in just 115, at this time he was third officer. After his years sailing this route, he returned to Hull at age 21 to visit family... and never returned again.

Several years later, Jack developed multiple health issues and was forced to stop sailing; this led him to open a bar in British Columbia, Canada and settle here. This bar, named the 'Globe Saloon' was subsequently destroyed during 4th of July celebrations of 1867 which got rather out of hand, leading him to open a new bar in 'Granville', Vancouver.





John Deightons Statue
(Creative Commons
Image)

The town built up around this bar and Gassy Jack became known as the founding father of Granville, which was later named Gastown, his namesake.

Today, his statue stands in Maple Tree Square, Gastown, Vancouver, however in 2020 his statue was sprayed with red paint in protest by the Indigenous Squamish community. This is because Gassy Jack married a 12-year-old Squamish girl named Quahail-ya. This marriage took place after her auntie, his previous wife, whose name is unknown, passed away. He was 40 years old at the time of marrying the girl.



Many within the Squamish community and beyond have petitioned for the statue to be removed, as it stands as a reminder of the abuse and exploitation of young indigenous girls. It is a symbol of colonial damage to indigenous communities which watches over the town they live in.

Thomas Carling

Thomas Carling was the founder of Carling beer. However not many know that he was from Etton, a village in East Yorkshire (around 6 miles from Beverley, and around 13 from Hull) and sailed from Hull to Canada in 1818.

In around 1843, Thomas began brewing Carling in London, Ontario with recipes based off home brewed English beer, namely his father, Williams, recipe. The original brewery in Ontario started out with two kettles, a horse, six men and he sold his beer on the streets from a wheelbarrow.

Since its growth, Carling have since been bought out by a larger company, but the legacy still lives on. They even sponsored the 1993 Premier League until 2001, then again as a partner 2016-2019! Burton on Trent is now the English hub for the company, and the majority of Carling beer drunk in England is brewed there. As of July 2024, you can get a pint of Carling for as little as £2.99! So next time you tuck into a pint of Carling, think of Thomas from East Yorkshire, and his humble origins.

Hull's Whale Skeletons linked to Moby Dick

In chapter 102 of the 1851 novel 'Moby Dick' by Herman Melville, the main character Ishmael says: "There is a Leviathanic Museum, they tell me, in Hull, England, one of the whaling ports of that country, where they have some fine specimens of fin-backs and other whales".

One of the specimens recognised by anyone who has visited Hull's Maritime Museum is a 40ft skeleton of a female juvenile North Atlantic Right Whale, estimated to be around two years old at the time of death. This particular whale and her mother were captured by a 78-year-old retired whaling captain off the coast of a village named Wainscott in Long Island, New York in 1907. The skeleton was originally displayed at the American Museum of Natural History until a deal was struck to swap it with a Dodo skeleton at the University of Zoology in Cambridge.

Hull at this time had a 47ft skeleton of a Blue Whale, found stranded on the mouth of the Humber in 1835, which was salvaged by the Hull Literary and Philosophical Society who owned the Leviathanic Museum. When the whale was found, it caused a great stir within the city and surrounding areas, with newspapers reporting of a 'monstrous fish'. The Natural History museum in London, associated with the museum of Zoology, swapped this Blue whale skeleton with the North Atlantic Right Whale Skeleton in 1935.

Before this, the Blue whale skeleton hung in the Municipal Museum or the 'Leviathanic Museum' which Melville wrote about. This was situated on Albion Street, where today you can find ongoing building works as the council undertake a £96m restoration of the area. The municipal museum was sadly damaged beyond repair by enemy bombs on June 24th 1943, and subsequently demolished. Fortunately, though, this meant that the skeleton was not damaged as the swap took place before the tragic event.

The skeleton swap is assumed to have happened as North Atlantic Right Whales are more linked with the kind of whales which were hunted by Hull whalers. All species of Right whales are in fact called this as they were seen as the 'right' whales to catch at the time as they were slow and had a high yield of blubber. As time moved on however, people began to seek Bowhead Whales.

With Hull now in possession of the North Atlantic Right Whale skeleton, many recognise it as the whale which was found in the Maritime Museum before it closed temporarily in 2020: this temporary closure brings a huge internal and external restoration of the museum. Due to the closure, the skeleton has been dismantled into 180 pieces and relocated to Shropshire for restoration.

The restoration of this specimen is more important than ever, as due to ship collisions and net tangling, the species is critically endangered, with an estimated 400 left in the wild.

The Maritime Museum is due to reopen in 2025, so be sure to remember the history and future of North Atlantic Right Whales next time you see the skeleton!

A huge thank you to Robin Diaper, Curator of Maritime & Social History and Hull Culture and Leisure Ltd. for information provided.

Additional sources:

-Hull Maritime: <https://maritimehull.co.uk/whats-happening/news/110-year-old-whale-skeleton-to-move-for-first-time-in-four-decades>

-BBC News: <https://www.bbc.co.uk/news/uk-england-humber-54600037>

TIMEFORT PRELUDE TO DOOMSDAY

WRITTEN BY JED T. E. RHODES

TimeFort: Doomsday is the next

RPG Maker game - this Prelude sets up some events of the game.

“Alright, run this by me, and quick.”

Director Twice, the head of the Aegis, was not a happy man. Actually, that was a lie – he was a downright angry man. This was something everyone in the Aegis – the organisation responsible for protecting history – knew very well about him. It had been a key reason no one really liked being assigned as his handler when he was an Agent, for one thing, but also a reason the man had been promoted – his anger issues made him, ironically, the perfect man to handle the mess that was history and the policing thereof.

Agent Ark liked to think she knew how to deal with grumpy men – she worked with Agent Midnight for God’s sake, and he was one of the grumpiest men she had ever met – but Twice was a different breed. For one thing, Midnight was her equal, and Twice was her boss.

Unfortunately, with things as dire as they were, he was the only person she could turn to right now.

“So, you’re familiar with the Hull To Oblivion case, sir?”

“Yes,” he replied, looking irritable. “That mess that Midnight and the others in his team – including you,” he said scathingly, “caused. Something to do with the South Blockhouse in Hull, wasn’t it? A malcontent called Nix?”

“It’s expanded beyond that,” Ark said. “It’s starting to look like a full-blown attempt on the part of these time terrorists to destabilise the entirety of history – they’ve been targeting historically relevant or special ships in Hull’s maritime history and aiming to destroy them or alter their history.”

“Yes, yes, I read the Corsair file,” Twice said impatiently. “What of it?”

“Sir, what I’m telling you is that these terrorists have bigger plans,” Ark said. “We’re convinced that they’re aiming to attack the Aegis itself, and destabilise the entire flow of history.”

“Don’t be ridiculous,” Twice said. “What would that gain them?”

“We don’t know, sir,” Ark said, “but we do know that they’re very close to being able to accomplish it. Our latest team that we sent to deal with an incursion in the Lightship Spurn’s history reported several unmoored spaces-”

“Unmoored spaces?” Twice said, straightening in his seat. “Wait... several?!”

“Yes, sir,” Ark said. “At least three.”

Twice blinked. “Ark, are you kidding me?”

“No, sir,” Ark said solemnly. “The unmoored spaces are becoming more prevalent. There’s now direct access between an unmoored space and the ‘real’ space that it’s an echo of.”

“That’s...” Twice swallowed, lost for words. “Alright, I want everyone on high alert. We need to find the leader of this group and-”

A loud, blaring alarm rang suddenly. Ark looked up, feeling the blood drain from her face.

“What’s that?” Twice asked, but he knew. They both did.

“Quick!” someone shouted “Massive temporal incursion! There’s something going on at the Hull docks!”

Ark felt sick. Another Hull location. That’s at least four now. With time that fragile... anything could happen.

Twice took a deep breath, before rising from his seat. “Ark, with me. Now.”

Ark stood up and followed him as he walked out.

“Sir,” she said as she struggled to match his pace. “I’m not convinced that we can deal with this kind of threat without military support-”

“The military have been banned from time weapons since the fourteenth Time Incursion,” Twice said. “They won’t be able to handle this. We’re on our own.”

“Then what are we going to do?” Ark asked. “I’ve run the numbers – if they’re attacking us and the Hull docks, that’s... sir, with so many incursions in one place, we’re in a position where H2O are going to destabilise large chunks of Hull’s history –”

“I know that,” Twice said, “which is why we’re going to have to manually restabilise them.”

A loud bang sounded from somewhere below them, and Ark jumped in shock. Twice stopped.

“H2O are in the building,” he guessed. “Security will be able to stall them. I want you to call an agent.”

“Sir?” Ark said.

“Call an agent – any agent – or recall your Spurn team,” Twice repeated. “There’s a way to fix the unmoored spaces and restore time, but...”

He trailed off, and he closed his eyes, putting a hand over them. Ark frowned.

“Sir?” she asked.

“Come with me, Ark,” he said. “Now.”

He walked towards the emergency lifts, even as more agents – including armed security agents – ran past them. Ark watched them go with a feeling of icy worry snaking down her spine – in all her time here, in all the organisation’s history, the Aegis’ headquarters had never been attacked before.

She followed Twice as he strode off, the man’s pace quicker than she thought she had ever seen him.

“Have you ever been down to the vault level?” he asked.

“No, sir,” she replied. “As a reader, my job’s never required me to have any time down there. All I know is what’s on file.”

“Which is?” he asked.

“Sir?”

“What’s on file, Ark? What do you know?”

Ark swallowed nervously. “Only that the weapons from pretty much every time-based war of the last few centuries are stored down there. Everything. Time bombs, time rippers, the last quantum cannon-”

“Then you might know about the Temporal Anchor,” Twice said.

Ark blanched. “Sir?”

He looked at her expression. “Ah. Good. You do know what I’m talking about. That’s going to save us some time.”

“Sir, the Temporal Anchor is one of the most dangerous devices in the universe,” Ark said. “If used incorrectly-”

“We have never faced a circumstance where multiple unmoored spaces can be directly accessed through realspace and realtime before,” Twice said. “Under the circumstances, Agent Ark, I am willing to do whatever we have to do in order to protect the sanctity of the timeline – even using a weapon like that.”

Ark swallowed again. “I understand, sir. But we’ll still need to get a team together to reconnect the unmoored spaces to realspace.”

“Yes, and to brave the dangers of the void,” Twice said. “Recall your team – have them report to Aegis HQ and get down to the vault. Once they’re here, we can dispatch them.”

Ark nodded slowly. “You realise that if this is the only way... if it goes wrong...”

“If it goes wrong, Agent Ark, I don’t think any of us will be around long enough to worry about it,” Twice said. “And if we are... then I will bear the responsibility for what we’ve done. All of it. Am I clear?”

“Yes, sir,” Ark said. “Crystal.”

“Good,” Twice said. “Then assemble your team, Ark. Let’s get this done.”

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ISSUE #17



WHAT IS SCROLL

Scroll Magazine is an online and print magazine made by artists for artists. The magazine aims to highlight a variety of small local artists in the Hull area. Scroll is a platform that intends on helping smaller artists gain exposure and promote their own artwork. From writers, to photographers, to artists, the magazine is a collection of works from a large group of influences and backgrounds.

To apply for future issues, email us your work at:

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