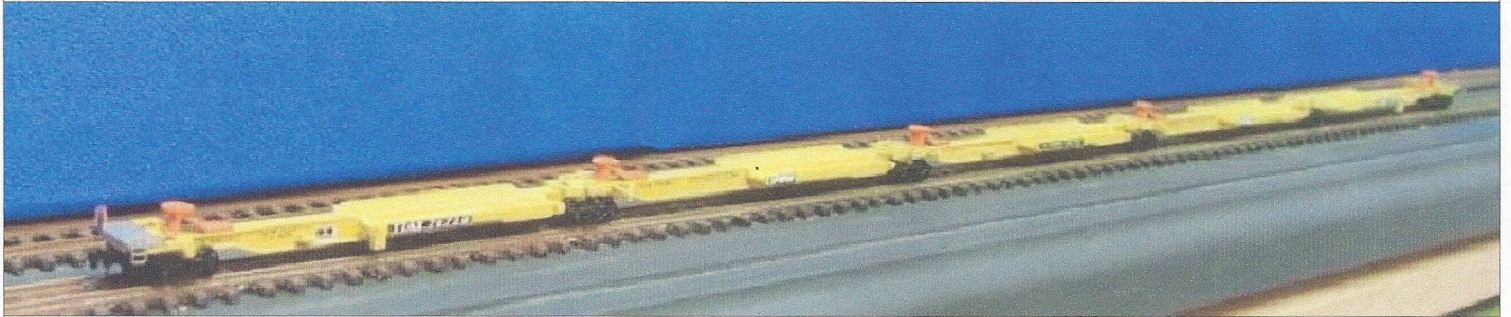


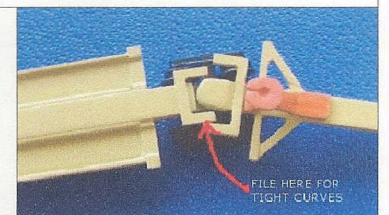
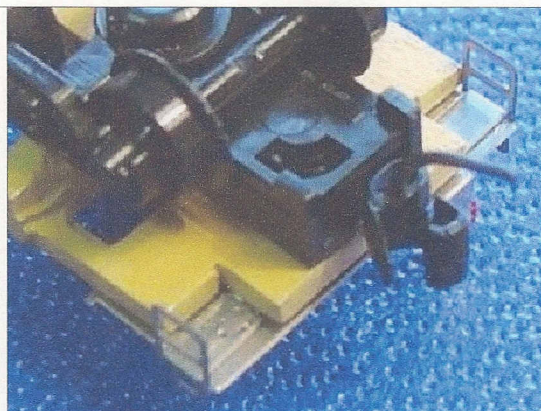
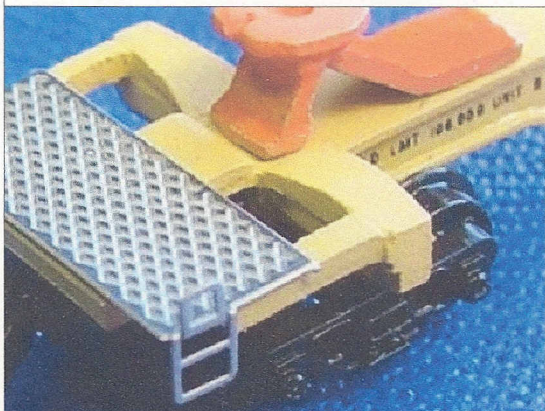
E & D Models, LLC

Z-Scale 48' Spine Car



Clean up the spine castings to remove any feeds, bleeds, or flash. Attach the brake cylinder and valves to the A, B, and D units. The valves fit into the drilled holes and the cylinder is glued on the opposite side of the spine. This is all the assembly required before painting.

It is recommended to paint the orange hitches while fixed to a piece of wood or similar with double-sided tape, then glue them to the spines when dry. The photo-etched walkway stirrups are folded down, brake stands folded up, and can be glued in place with ACC. The grab irons are folded at 90 degrees and attached to the bottom of the walkways. The double grab is mounted on the same side as the brake stand, as shown in pictures below. Finally the brake wheel is glued to the outside of the brake stand.



The suspension arms may require filing for clearance, if the cars run on tight curves.

MTL Roller Bearing #953 Trucks w/o couplers and #956 w/couplers are recommended.
Trailer Train/TTX paint: Badger Modelflex 16-168 or Pollyscale 40467.

<http://www.edmodels.com>