The MICRO SCALE DECAL is the thinnest, most versatile decal made. It will conform to the irregular surfaces found on models because of its strength and flexibility. These characteristics are not found on any other decal made. When used with the MICRO SCALE SYSTEM the MICRO SCALE DECAL will help produce the most realistic model you can make.

The MICRO SCALE SYSTEM is simple to use but each step must be followed as described to assure perfect results. The elimination of any step may cause blushing (silvering of the decal film) or an uneven finish on the completed model.

## The MICRO SCALE DECAL SYSTEM

- 1. Surface to be decalled <u>must</u> have a smooth, glossy, painted finish. (Do not apply decals to unpainted surfaces or they will not adhere.) To obtain this surface either paint the model with glossy paints or spray MICRO GLOSS over matte-finish paint. IMPORTANT: Spray MICRO GLOSS over entire model or uneven patches will appear when the flat finish is added later. Allow paint to dry thoroughly.
- 2. For best results, surface to be decalled should be horizontal. A small vise is helpful here, or a box can be made into a jig to allow the model to lay on its side.
- 3. Cut each decal subject from the sheet only as needed. <u>DO NOT</u> cut clear film away from design. Using tweezers, dip decal completely into water then remove and allow decal adhesive to soften. About one minute should be sufficient.
- 4. While adhesive is softening use a soft, medium-size brush, a No. 7 red sable water color brush is ideal, and wet the area to be decalled with a few drops of MICRO SET (Blue label). This contains a wetting agent and helps eliminate tiny air bubbles.
- 5. Holding the decal paper with tweezers, use the brush to slide the loosened decal into the MICRO SET on the model.
- Now place a few drops of MICRO SOL (Red label) directly onto the decal and position the decal exactly where it is to remain.
- 7. The MICRO SOL will soften the decal and allow it to conform exactly to the surface beneath. DURING THIS PROCESS THE DECAL WILL WRINKLE AND DISTORT. DO NOT TOUCH IT! THIS IS NATURAL AND AN IMPORTANT PART OF THE SYSTEM! As the decal dries it will flatten-out and lay down. When finally dry there will be no distortion and the decal will be permanently bonded to the paint beneath. Actual drying time will vary according to temperature and humidity.
- 8. When decal is dry, examine it for any air bubbles. If any are found, puncture them with a sharp needle and put a drop of MICRO SOL over the bubble and allow to dry.
- 9. Carefully examine the clear film to be sure no silvering has appeared. If any is present, puncture the film several times with a sharp needle and apply MICRO SOL. The silvering should vanish as the SOL touches it.
- 10. After the decals have dried for several hours, carefully wash the decal adhesive from the entire model.
- 11. After the decals have dried for at least 12 hours, complete the model by spraying with either MICRO FLAT or MICRO GLOSS, depending on the sheen desired on the finished model.

**HO Scale** 87 - 147



TRAIN

THE FOLLOWING PUBLICATIONS WILL PROVIDE ADDITIONAL INFORMATION:

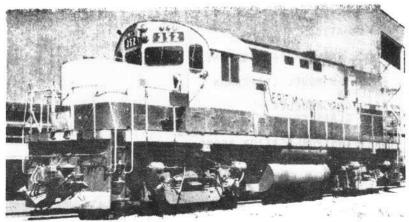
MODEL RAILROADER MAGAZINE
TRAINS
RAILROAD MODEL CRAFTSMAN
RAILFAN
RAILROAD MODELER
RAIL CLASSICS
KALMBACH PUBLISHING CO. BOOKS
CARSTENS PUBLICATION BOOKS
EXTRA 2200 SOUTH



100 F-9A EMD

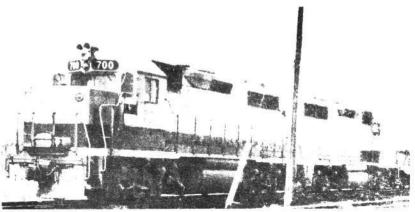
Roster-type	Road Numb	ering
F9Å	1968	1970
F9B	100-104	
RS11	200-205	
C420	300-314	7200-7214
\$12	350-352	7220-7222
C424	400-403	7240-7243
GP38	500	
	700-701	7250-7251

This roster is representative only and does not constitute a complete breakdown. EXTRA2200 is an excellent source of trakin tracking rosters.



ALCO C-420

Paint schemes shown for early aluminum & blue and later maroon and yellow. Note that "F" units have white hood names and either red or black numbers. See EXTRA 2200 October 1968 for additional information.



EMD GP38

 $\begin{tabular}{ll} Yellow-Scalecoat-C\&NW & or trailer train floquil-ree fer yellow \\ \end{tabular}$ 

Maroon-Scalecoat-EL Maroon Floquil-Tuscan

Blue-Scalecoat-ATSF Blue with few drops white

