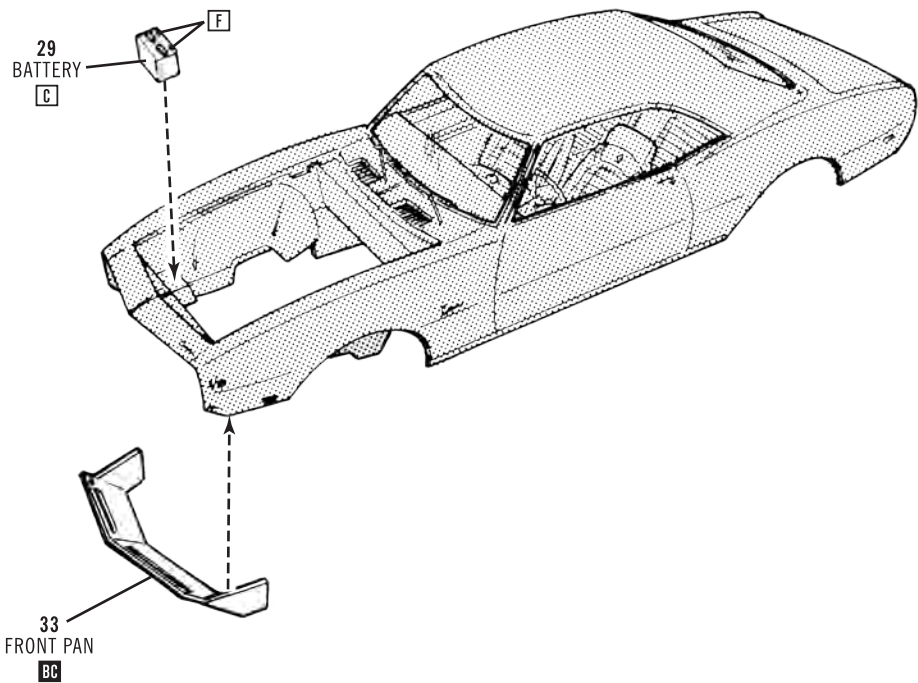
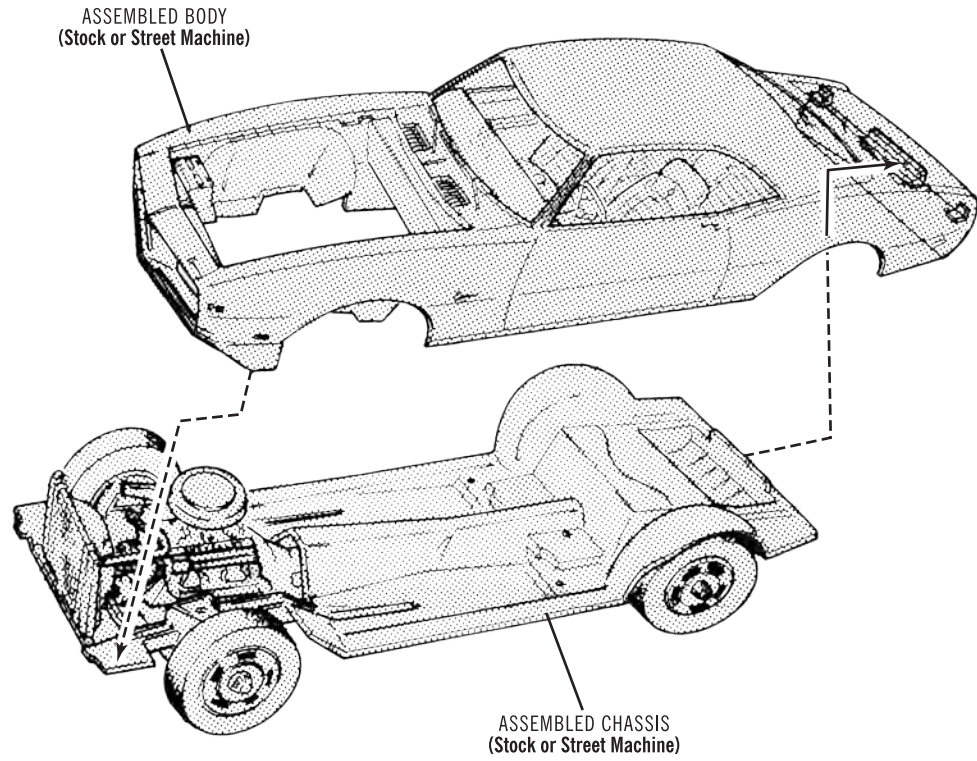


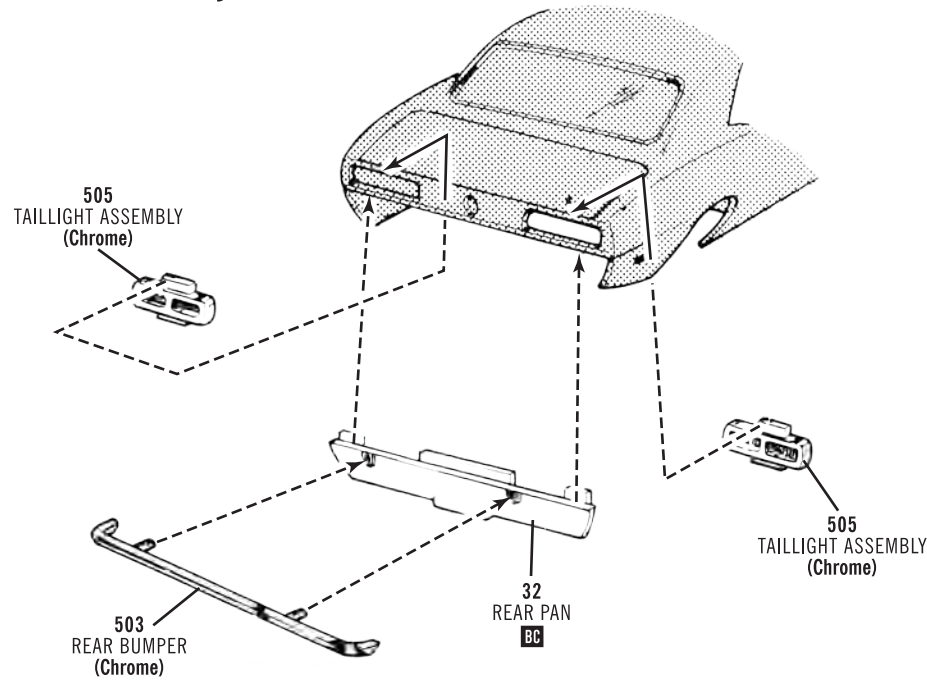
14. BODY ASSEMBLY  
(STOCK OR STREET MACHINE)



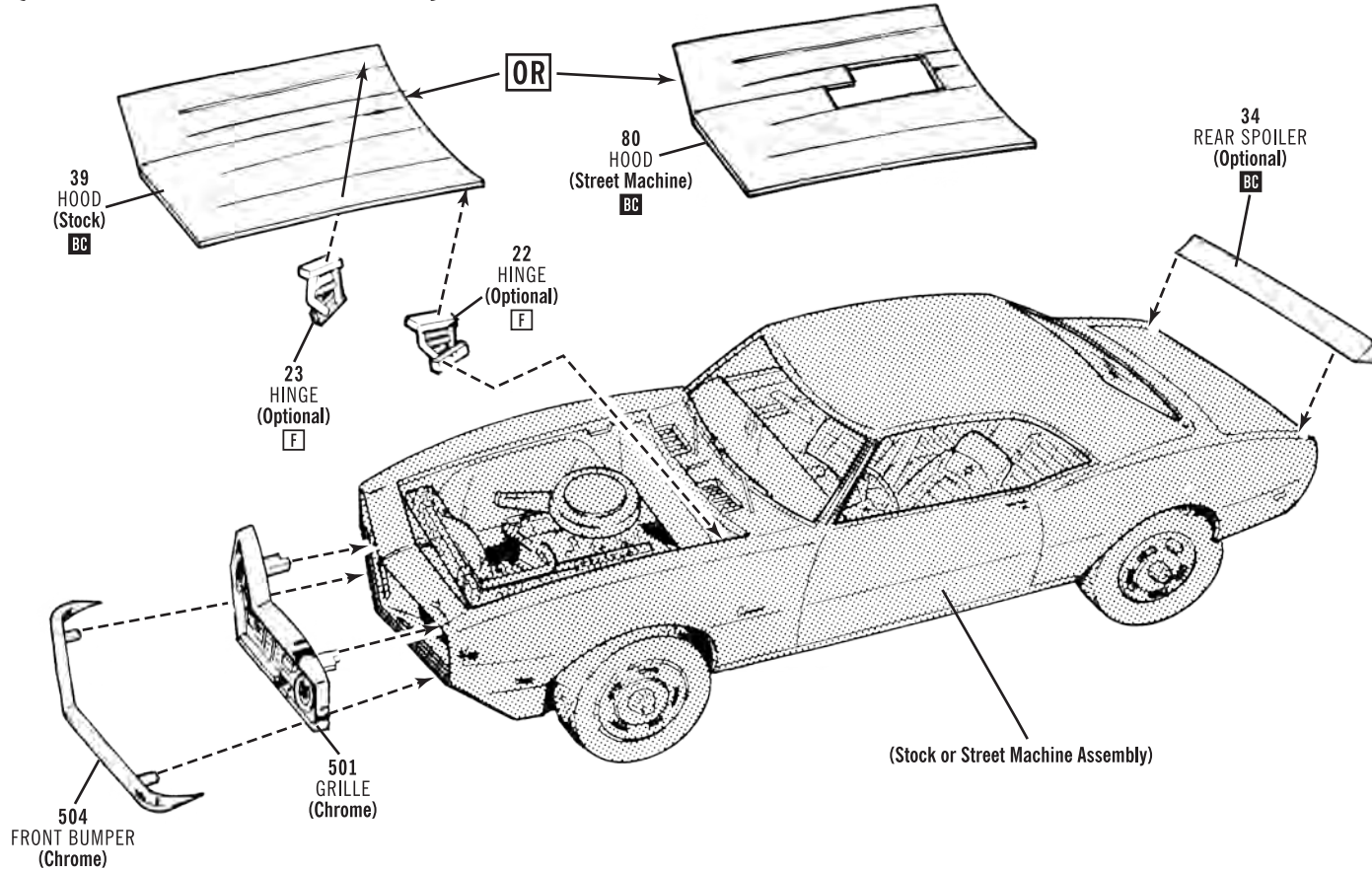
16. SUB-ASSEMBLY  
(STOCK OR STREET MACHINE)



15. BODY ASSEMBLY  
(STOCK OR STREET MACHINE)



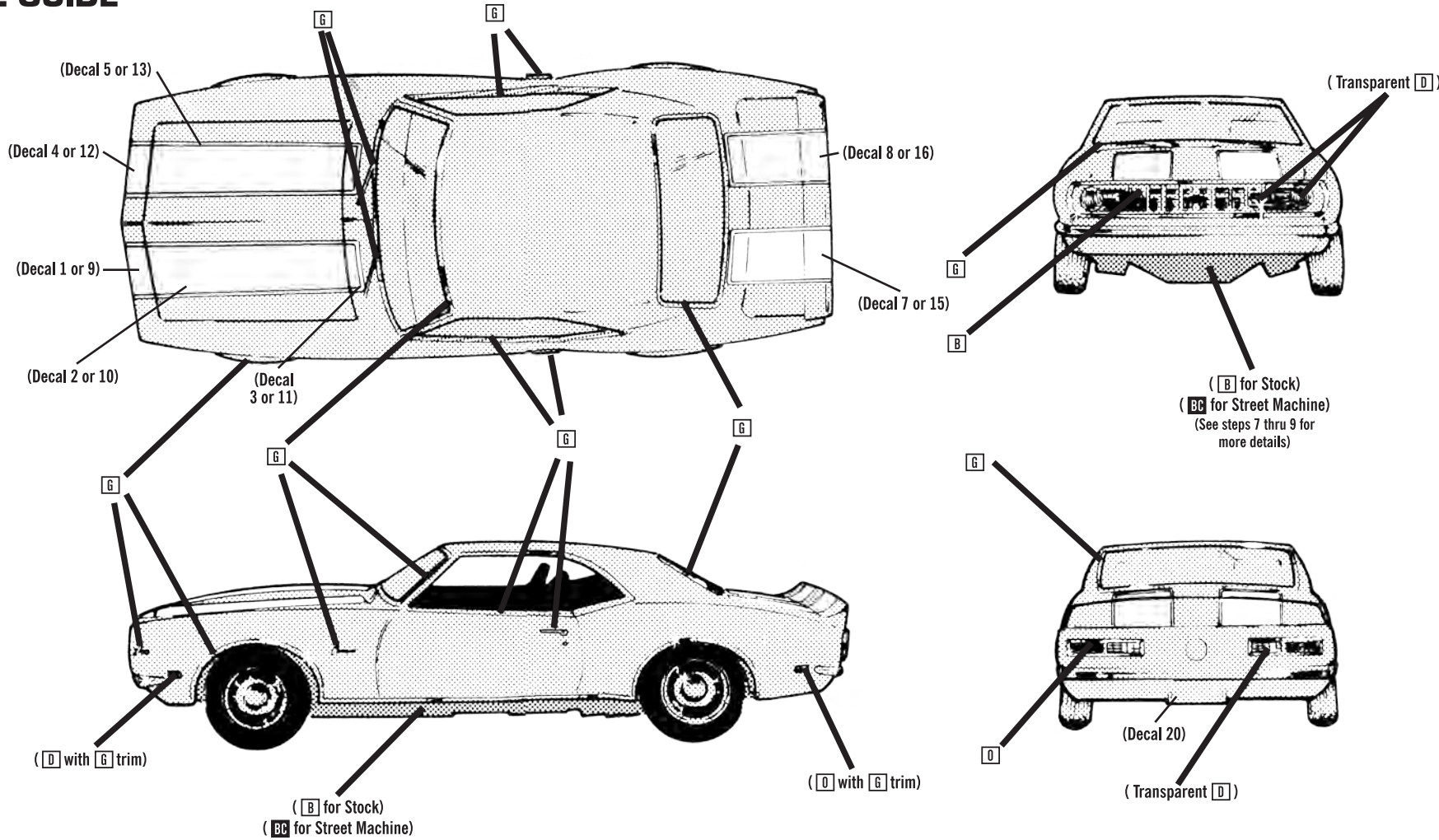
17. FINAL ASSEMBLY  
(STOCK OR STREET MACHINE)



18. EXTERIOR PAINTING AND DECAL GUIDE  
(STOCK OR STREET MACHINE)

Popular exterior color choices for the 1968 Chevrolet® Camaro Z/28® include: Tuxedo Black, Teal Blue, Grotto Blue, Fathom Blue, LeMans Blue, Palomino Ivory, Matador Red, Island Teal, Sequoia Green, Seafrost Green, Grecian Green, Rallye Green, Ermine White, Cordovan Maroon, Butternut Yellow, Ash Gold, and Tripoli Turquoise.

NOTE: This kit includes EXTRA CUSTOM PARTS not shown in the instructions.



am t '68 Camaro Z/28

IMPORTANT

Before you begin to assemble your model kit, study the instructions carefully. This will help you to familiarize yourself with the part locations as you proceed. Prior to cementing parts together, be sure to "TEST FIT" them in order to assure proper alignment and also to check for excess "FLASH" that may occur along parting lines. Use a sharp hobby knife or file to remove flash if necessary. If you wish to paint your model, various sub-assemblies and components should be painted before any parts are attached. During assembly, you may note that the recommended color is stated after the part name. This model kit is molded from the finest high-impact styrene plastic. Use only paints and cements which are specifically formulated for styrene. Because the cement will only adhere to bare plastic, it is necessary to remove any paint or "plating" from the area to which the cement is to be applied.

BUILDING TIPS FOR THE ADVANCED MODELER

For the best possible finish, your kit should be painted, even if molded in color. Paint should be applied evenly, in several thin coats rather than one heavy coat. The first coat should not completely cover the surface. Each layer should be allowed to thoroughly dry before the next is applied. Also, each coat should be "wet sanded", except for the final coat, using No. 1200 wet or dry sandpaper which is slightly damp. Be careful not to remove any detail while sanding.

It is important to keep your hands clean when working with your model. Wash parts thoroughly before painting to remove any mold release agent that may have been used during manufacture, body oil from your hands, sanding residue, and dust, which is naturally attracted to plastic by static electricity. Use a mild solution of dishwashing detergent and water. A tack rag should be used to dry the parts. DO NOT use paper towels or tissues, since they will leave lint on the part.

Parting lines and glue joints should be sanded or filed prior to painting and cementing. Because paint has a tendency to draw away from sharp edges, they should be lightly filed. Use filler putty designed for plastic to fill small gaps that may occur between parts and to blend contours. This should be done only after the first, or "primer," coat of paint is applied.

When painting a two-tone body, the lightest color should be painted first. Use frosted, or "magic," tape to mask off the area you do not want painted. After the second color is dry to the touch, the tape can be removed. Use a very fine brush to touch up edges if necessary. If decals are to be added, do so before adding any gloss coat. A gloss coat will help even out the edges between the two colors as well as set the decals.

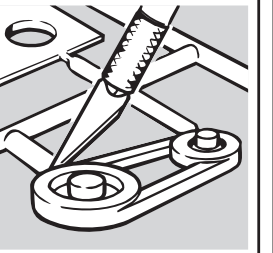
PAINT COLORS

A	Black	L	Amber	W	Transparent Blue
B	Flat Black	M	Transparent Amber	X	Lt. Green
C	Semi-Gloss Black	N	Red	Y	Dark Green
D	White	O	Transparent Red	Z	Gray
E	Flat White	P	Orange	AA	Purple
F	Silver	Q	Yellow	BB	Pink
G	Chrome (Bright Silver)	R	Tan	BB	Body Color
H	Aluminum	S	Brown	BB	Semi-Gloss
I	Steel	T	Lt. Blue	BB	Gloss
J	Brass	U	Med. Blue	BB	Metallic
K	Gold	V	Dark Blue		

RECOMMENDED TOOLS

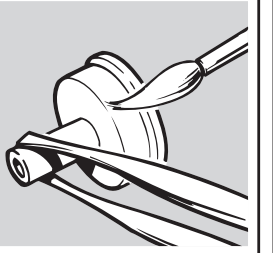
HOBBY KNIFE

Use a sharp hobby knife to remove parts from the trees. The knife may also be used to remove parting lines and flash.



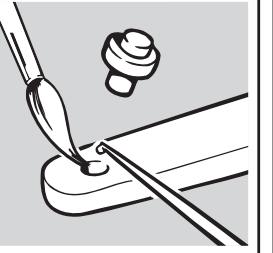
TWEEZERS

Use tweezers to hold small parts during assembly, painting and when applying cement.



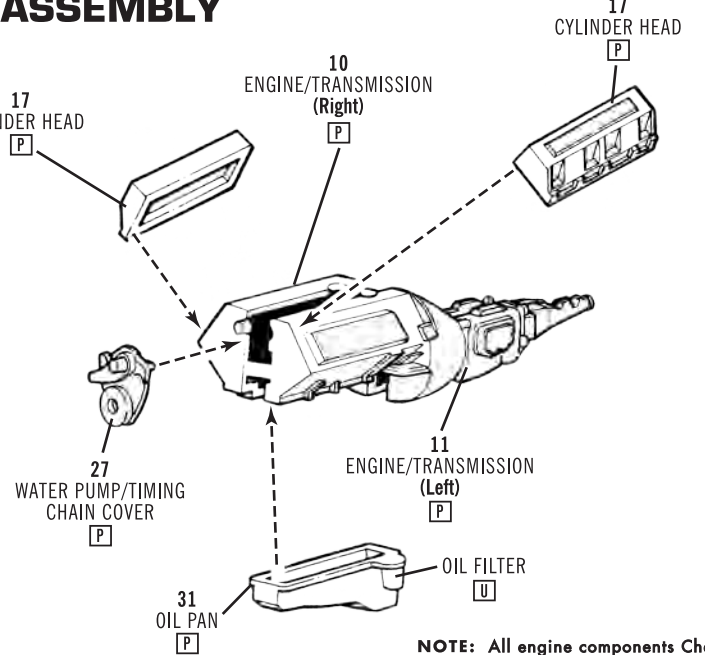
CEMENT

We recommend the use of liquid polystyrene cement. Apply with a fine brush or toothpick. Use cement sparingly or a sloppy job will result.



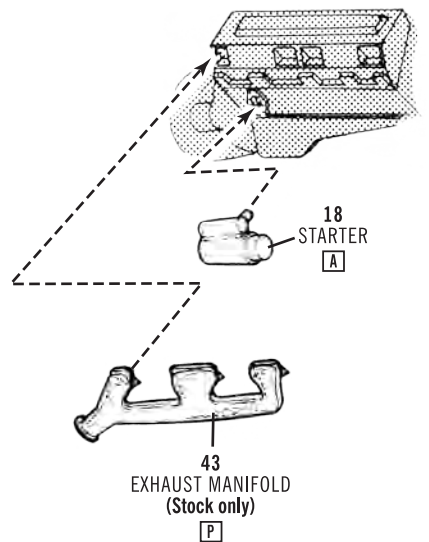
Read all labels and warnings carefully before starting.

1. ENGINE BLOCK ASSEMBLY



NOTE: All engine components Chevy® Orange unless specified.

2. ENGINE ASSEMBLY



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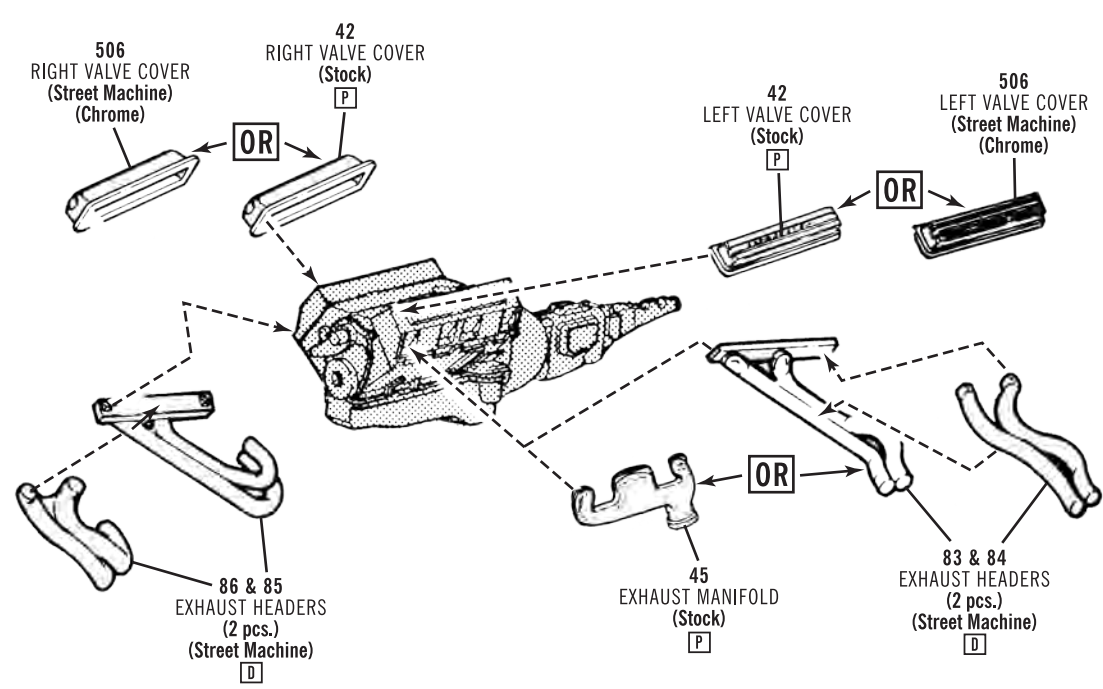
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21 St. Thomas Street  
Bristol BS1 6JS England

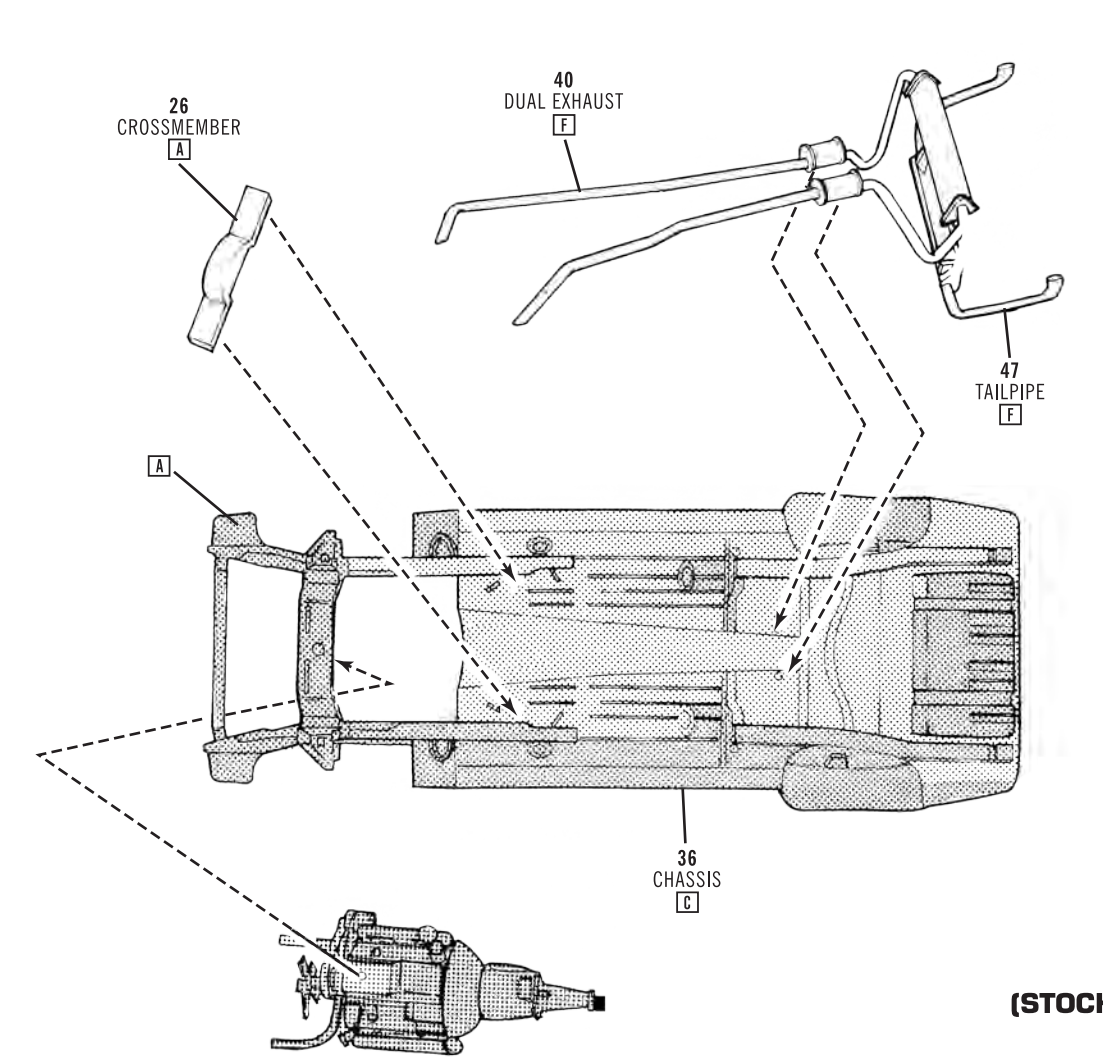
round2models.com



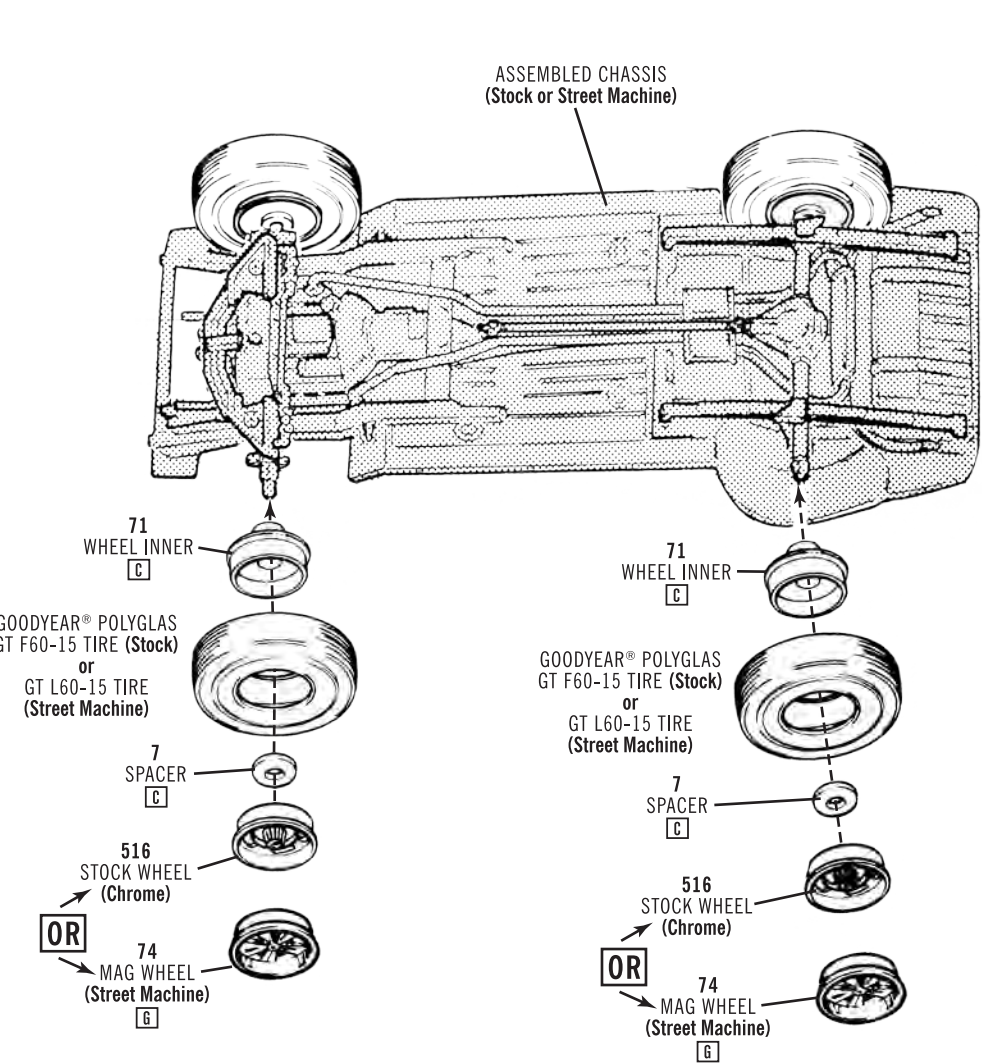
3. ENGINE ASSEMBLY (STOCK OR STREET MACHINE)



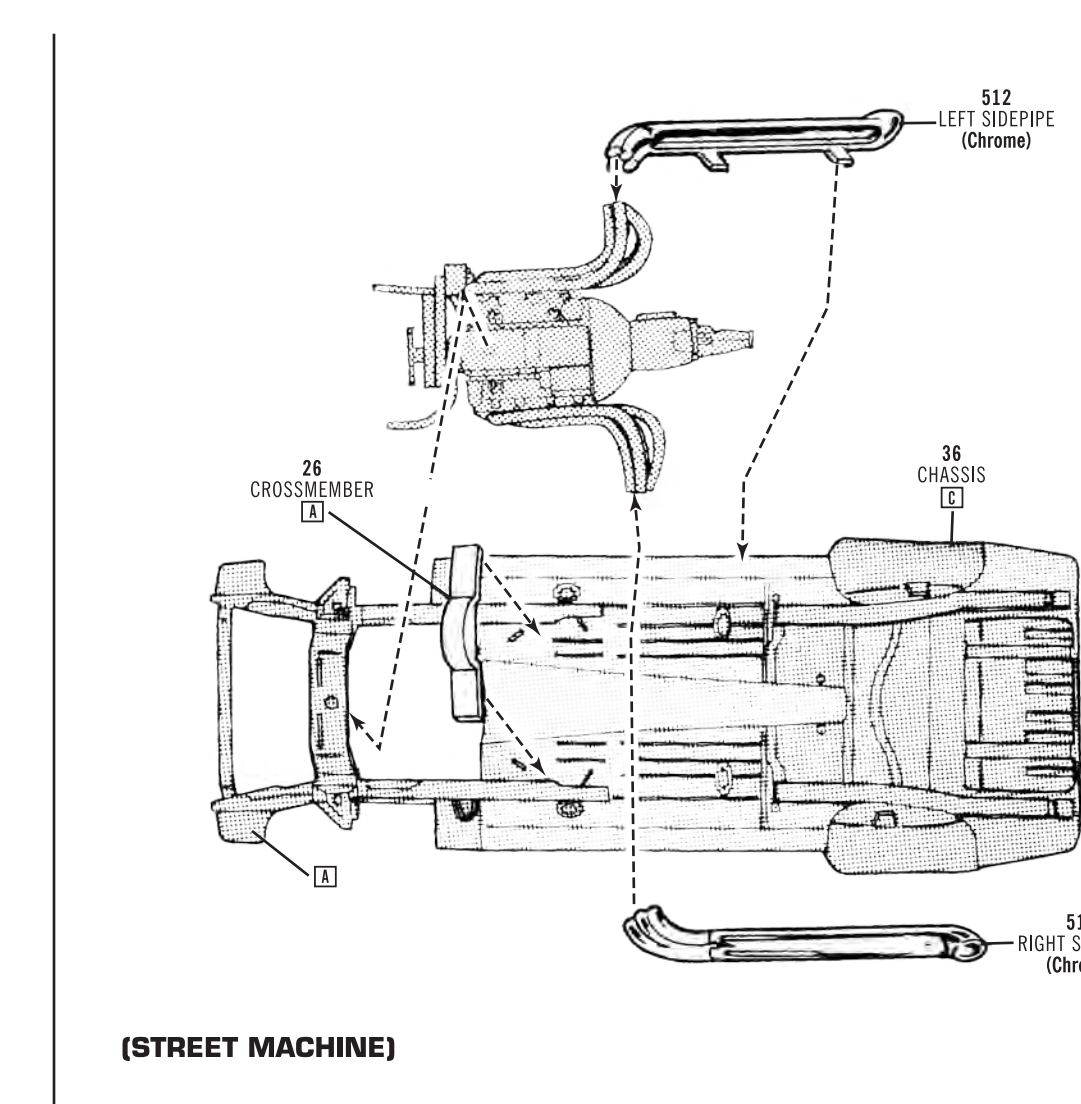
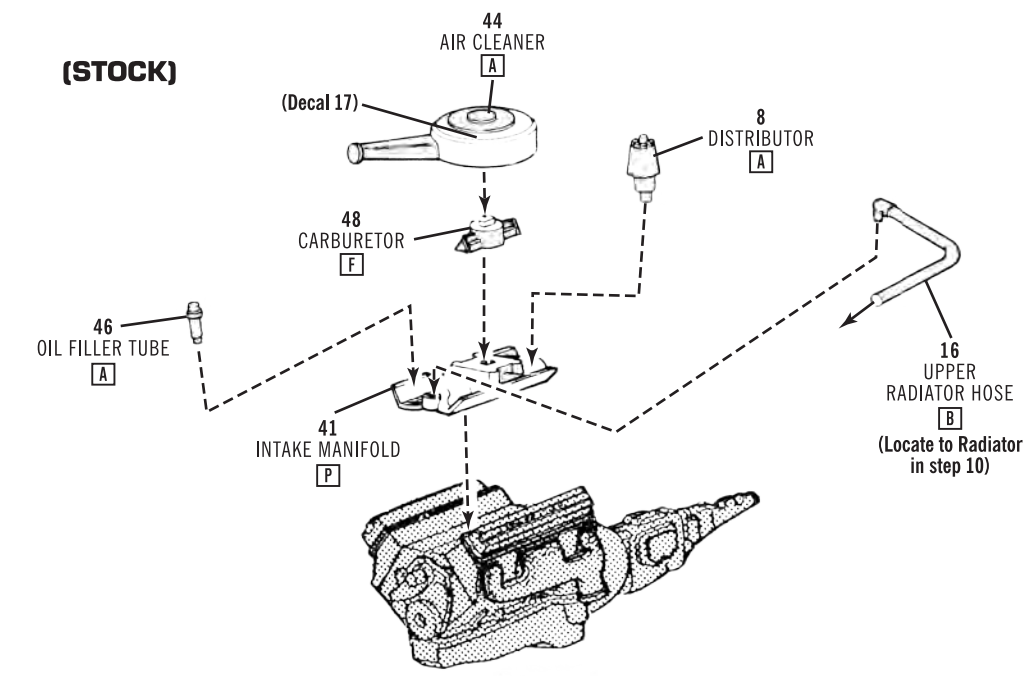
6. CHASSIS ASSEMBLY



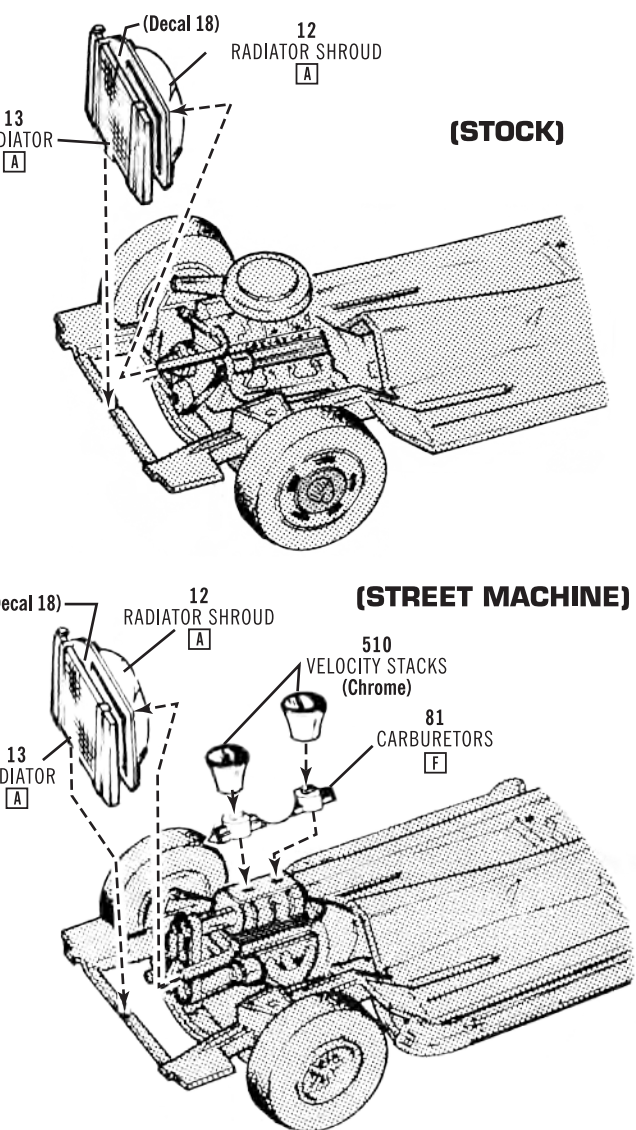
9. WHEEL ASSEMBLY (STOCK OR STREET MACHINE)



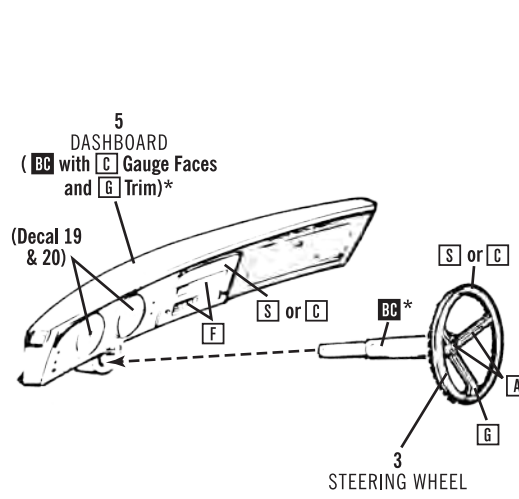
4. ENGINE ASSEMBLY



10. RADIATOR ASSEMBLY



11. DASHBOARD ASSEMBLY (STOCK OR STREET MACHINE)

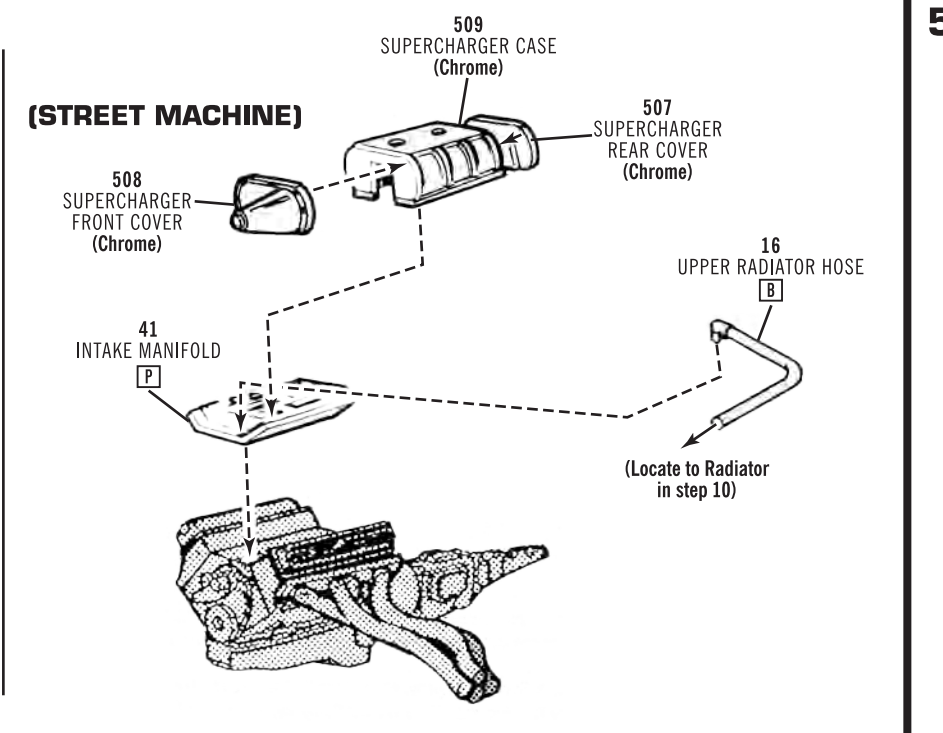
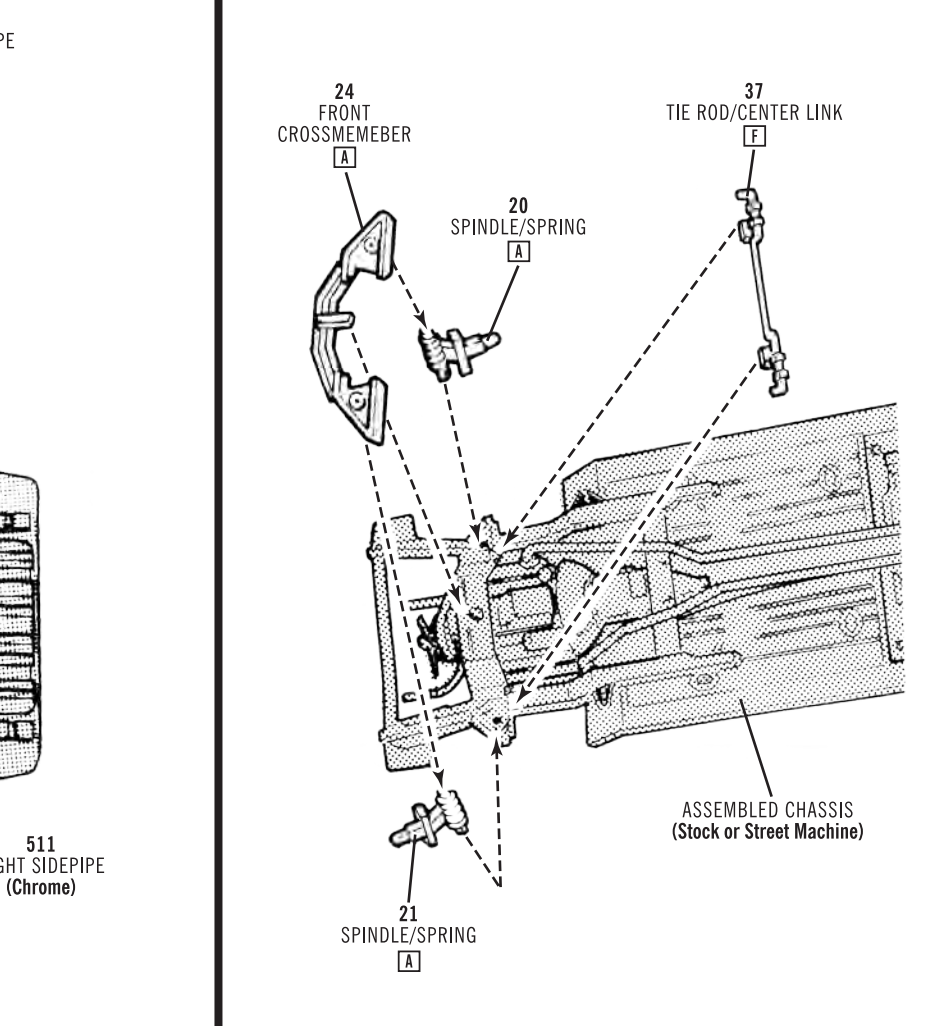


Popular interior color choices for the 1968 Chevrolet® Camaro Z/28® include: Medium Gold, Dark Gold, Midnight Gold, Medium Saddle, Dark Saddle, Medium Teal, Dark Teal, Medium Gray/Green, Dark Gray/Green, Medium Turquoise, Dark Turquoise, Medium Blue, Dark Blue, Red, Dark Red, Black and Parchment/Black.

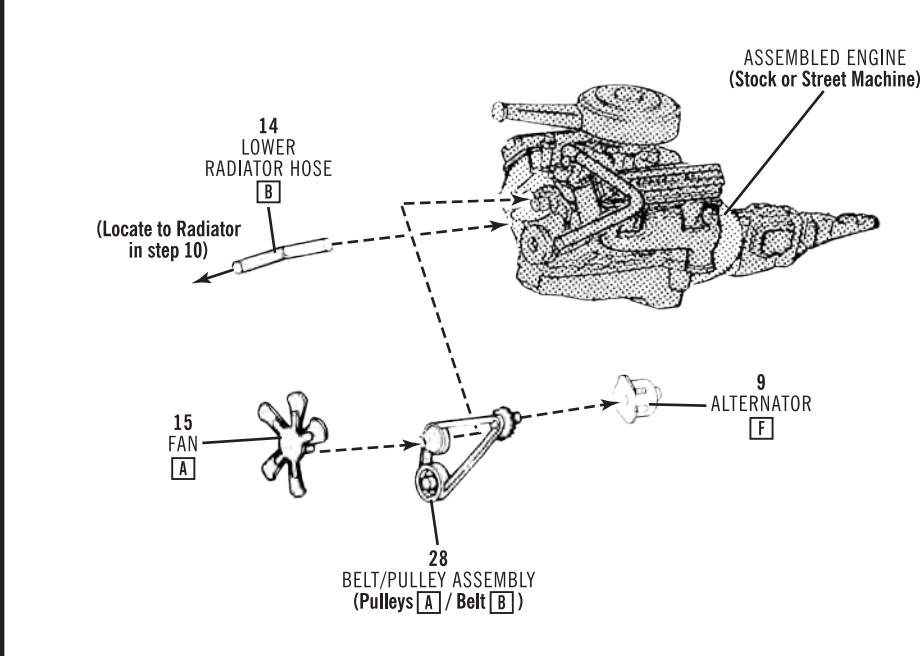
\*Use flat or semi-gloss paints to match interior colors. Metallic paints may also be used to achieve desired effect.

Internet research is highly recommended for best results.

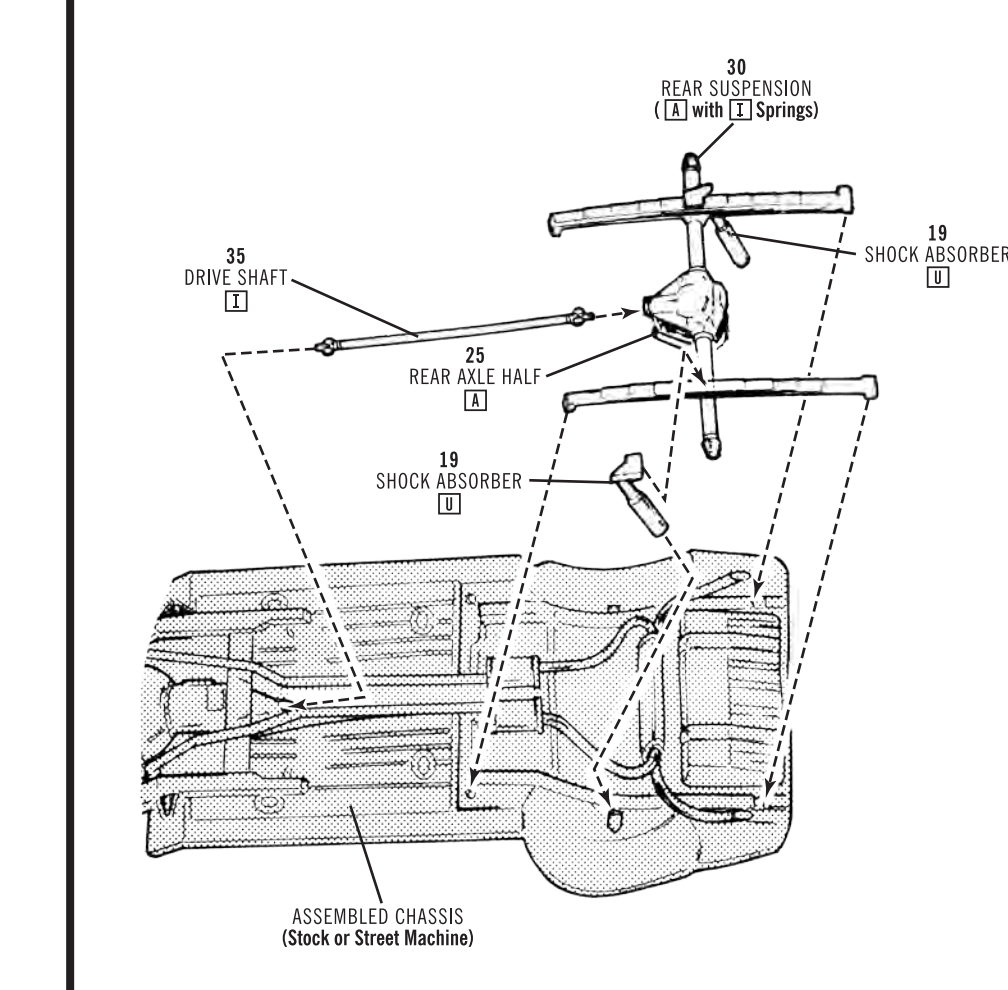
7. FRONT SUSPENSION ASSEMBLY (STOCK OR STREET MACHINE)



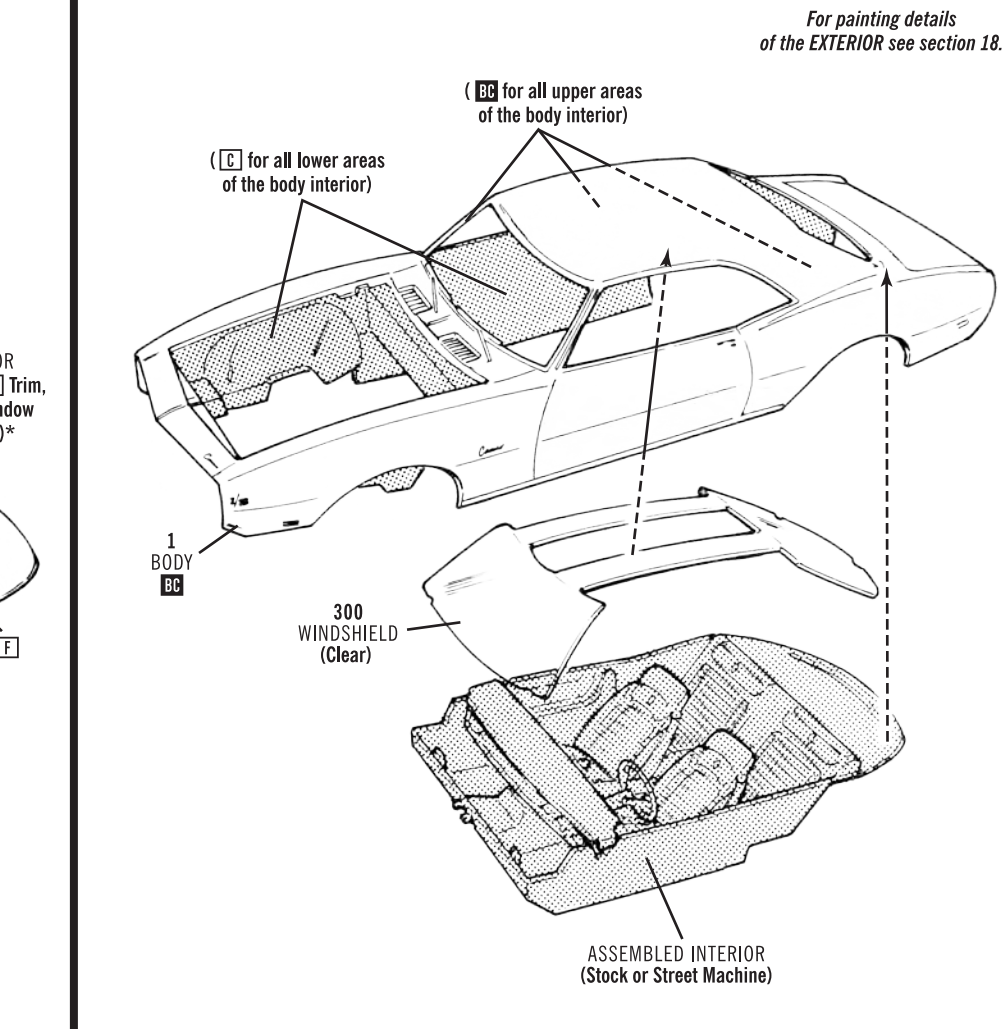
5. FINAL ENGINE ASSEMBLY (STOCK OR STREET MACHINE)



8. DRIVE SHAFT/REAR SUSPENSION ASSEMBLY (STOCK OR STREET MACHINE)



13. BODY ASSEMBLY (STOCK OR STREET MACHINE)



For painting details of the EXTERIOR see section 18.