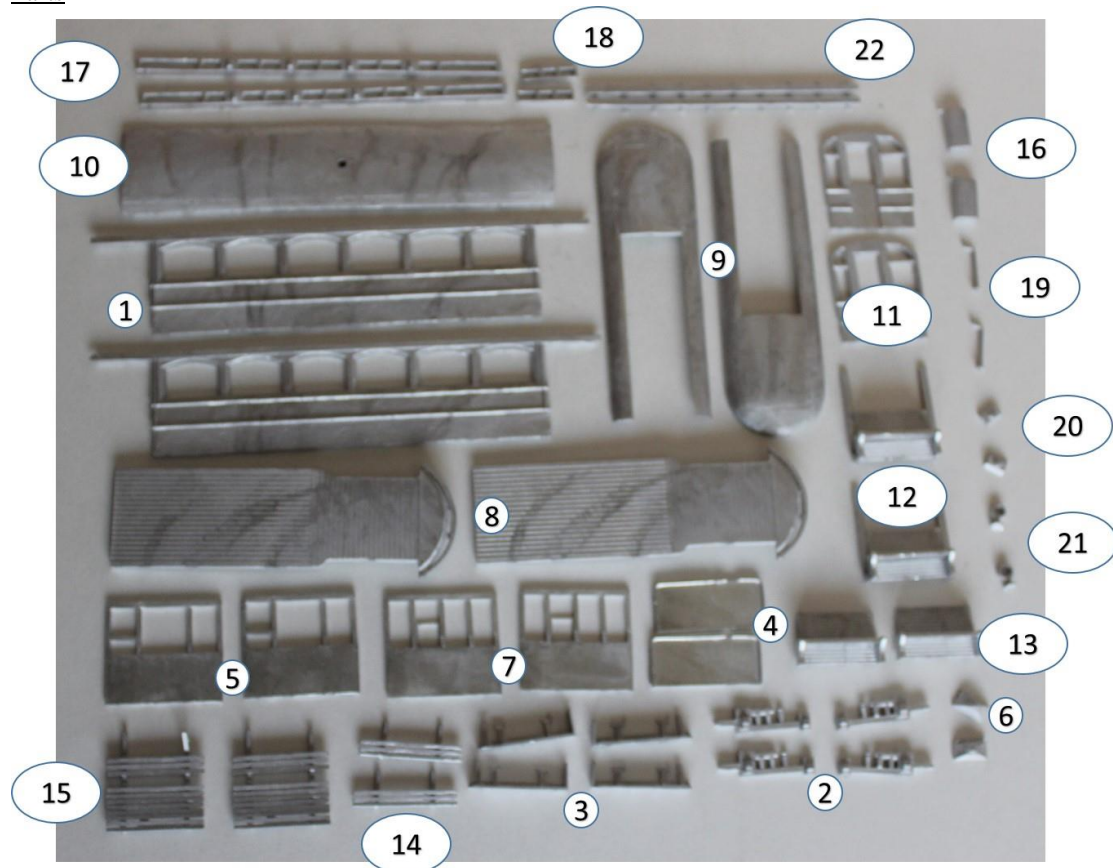


## KW Trams

### **KW 017 Rothesay combination car**

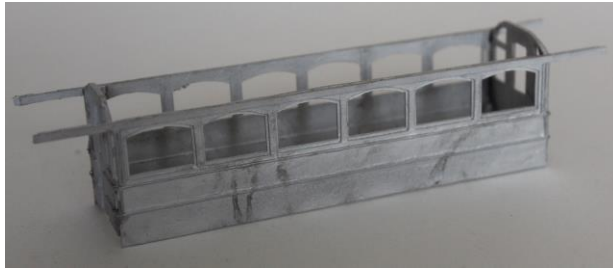
#### Parts



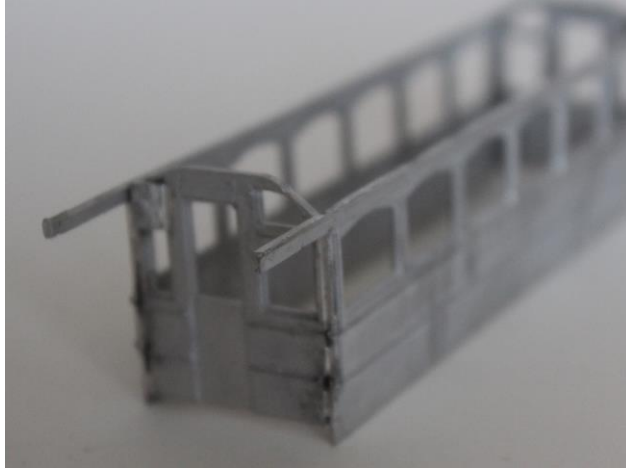
1. Tram side	x2
2. Bogie side	x4
3. Step	x4
4. Dash panel	x2
5. Vestibule for car 14	x2
6. Vestibule extension for car 14	x2
7. Vestibule for cars 13 & 15	x2
8. Platform / floor	x2
9. Roof half	x2
10. Upper roof	x1
11. Bulkhead	x2
12. Seat bulkhead	x2
13. Seat	x2
14. Life guard	x2
15. Life tray	x2
16. Controller	x2
17. Clerestory side	x2
18. Clerestory end	x2
19. Handbrake	x2
20. Bulkhead lights	x2
21. Roof headlights	x2
22. Trolley plank	x1
23. Advert boards short & long	x2
24. Name boards	x2

#### Build Steps

1. Fix bulk heads to sides squarely and marry subassemblies to produce a box effect.



2. If required, fix the bulkhead lights to the top left of the bulkhead.



3. With model inverted, join the two halves of the platform / floor together and then fit centrally under the body.



4. Fit the two halves of the roof together and fit to the body.



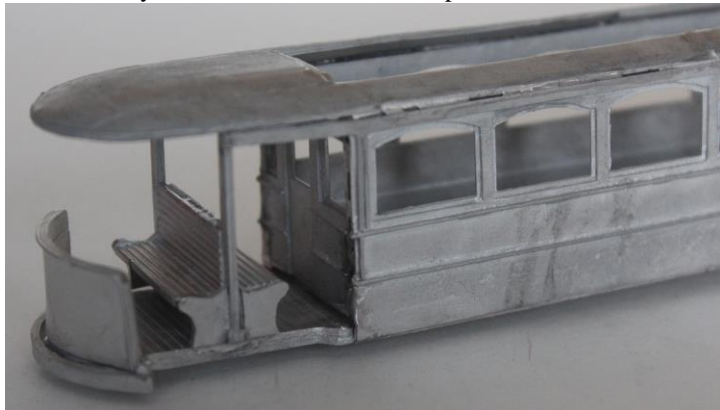
5. Fit the two halves of each pair of seats together.



6. Fit the seat assembly to the middle of the platform so that it is flush with the ends of the side extensions.



7. Depending on which version of the tram you are making, use the appropriate dash or vestibules. Carefully bend the vestibule or dash panels to fit the curve of the platform and fit to platform.



8. If modelling car 14 with the vestibule, attach the vestibule extension over the small window at the bottom left of the vestibule.
9. Fit the clerestory sides and ends to the roof.

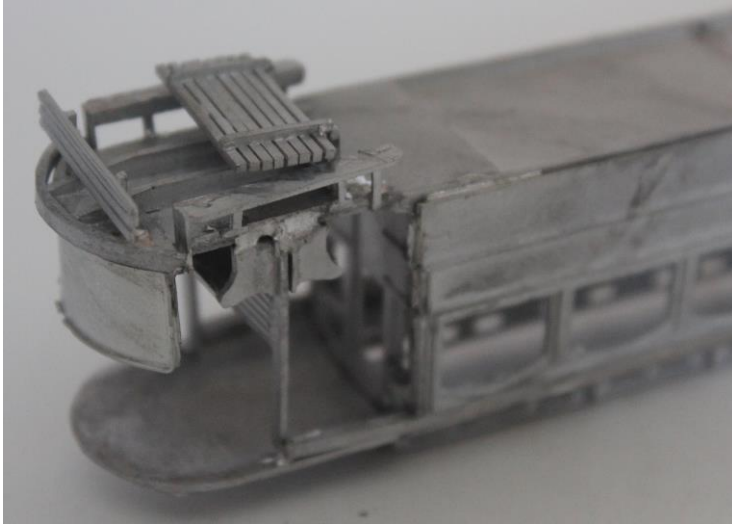


10. Fit the upper roof centrally and fit the trolley plank flush with one end.



11. Turn model over and fix the life guards under the front panels and the life trays attached to the underside of the platform. You may need to adjust the position of the life tray so they do not

interfere with the mechanism. Fit the steps to the platform sides, with the wider gap between the supports towards the outer ends.



12. Fit the headlights near the ends of the roof.

