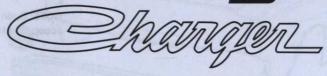


'67 Dodge



IMPORTANT READ THIS FIRST

Before you begin building, look over the instructions carefully. Following the procedure given, test-fit parts together without cementing. This way you will be more familiar with the location of parts when it becomes time to use cement.

For removing small parts from the "runners" it is best to use a modelers knife, do not attempt to "twist" them off.

The highest quality styrene plastic goes into the making of each MPC model. Only paint and cement made for styrene should be used. Before joining parts, trim off excess plastic or "flash." Scrape plating from chromed parts where they are to be joined with other parts. Be careful not to get cement on exposed areas. To join parts, use cement sparingly. Apply cement to very small parts with a toothpick.

When painting your model it is best to cement all nonchrome accessories to the body and paint the whole unit at one time.

You should have no trouble assembling your kit if the instructions are followed properly.

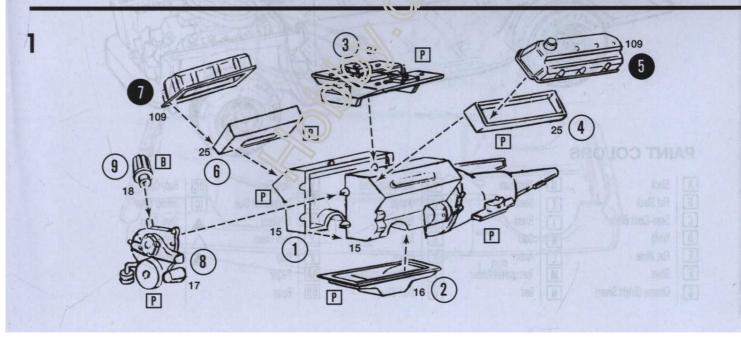
- (4) NON PLATED PARTS
- 13 PART NUMBER
- 3 PLATED PARTS

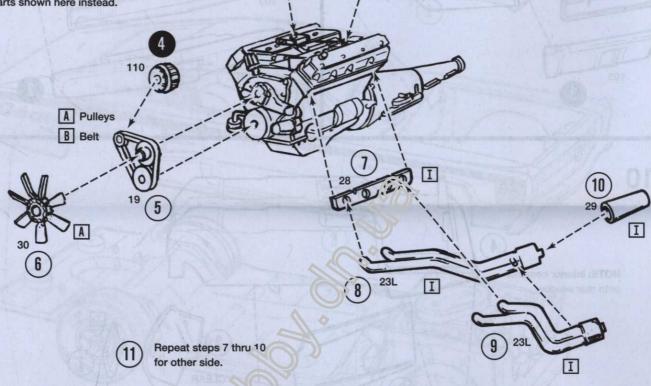
CEMENT

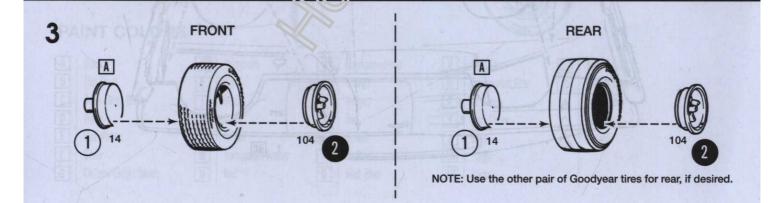
DO NOT CEMENT

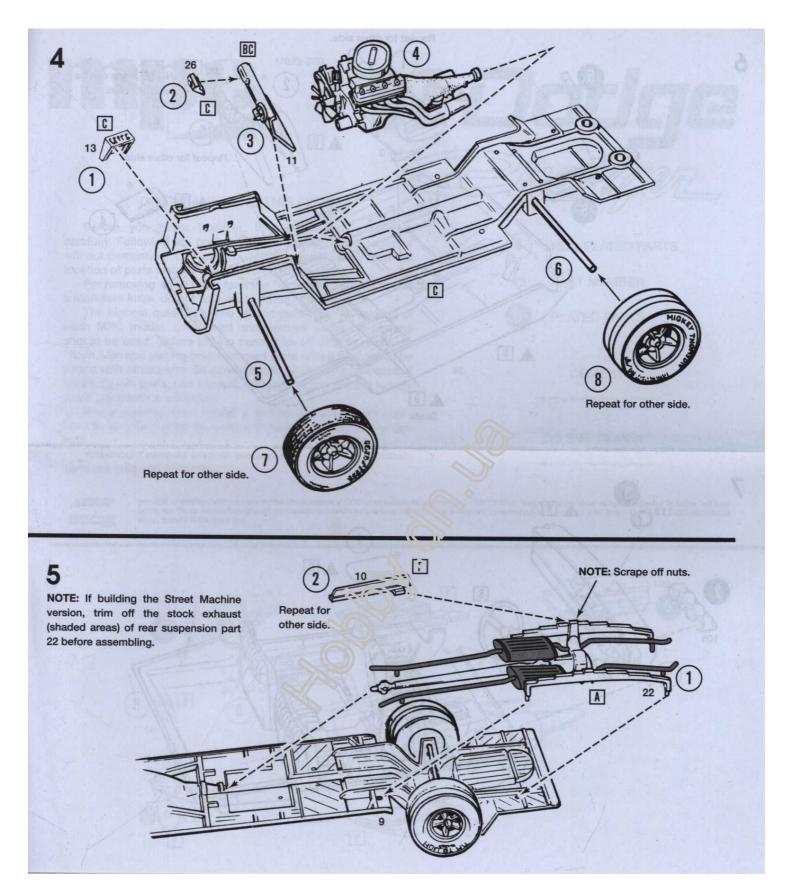


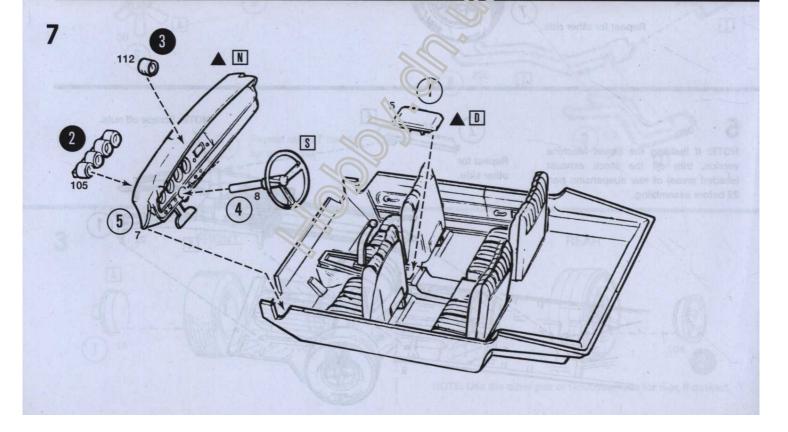
Dodge, HEMI and related logos, vehicle model names and trade dress are trademarks of FCA US LLC and used under license to Paragraphy (2015 FCA US LLC. Goodyear (and wing foot design) and Eagle are trademarks of The Goodyear Tire & Rubber Company, Akron, Ohio USA used under license by Round 2, LLC. Other names and trademarks used under license to Round 2, LLC. The trademarks of Round 2, LLC. South Bend, IN 46828 USA. Product and

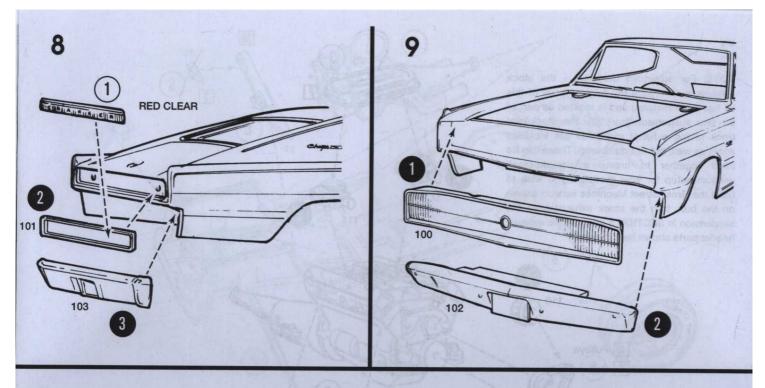


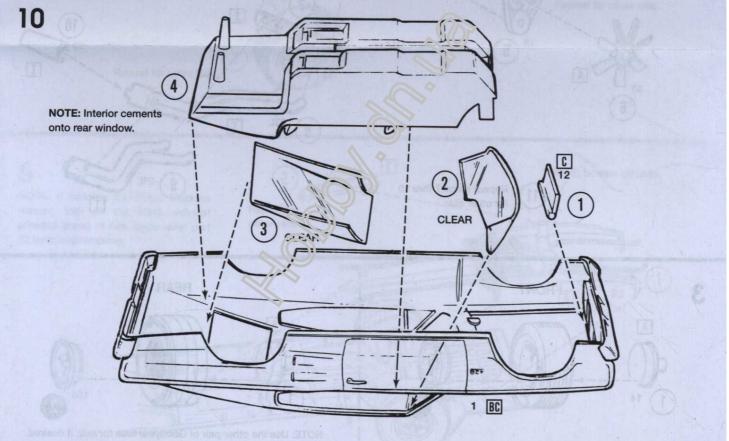












PAINT COLORS

A Black B C D Flat Black Semi-Gloss Black White

Flat White F Silver

Chrome (Bright Silver)

H Aluminum Steel

Brass Gold Amber

Transparent Amber Red

Transparent Red 0

P Orange Yellow Tan

Brown Lt. Blue U Med. Blue ٧ Dark Blue W Transparent Blue

X Lt. Green Dark Green Z Gray

AA Purple BB Beige

Body Color Interior Color Semi-Gloss Gloss

Metallic