



Thank you for your choice of the Graham Farish Class 31 diesel locomotive.

# Running in

The mechanism of this model requires running in (without a load) for approximately 1 hour in both directions at moderate speed.

#### Curves

This locomotive performs best on track with curves of second radius (approx. 10.5 inches / 260 mm) or greater.

### **Body removal**

The bodyshell clips over the chassis and can be removed by carefully easing away from the chassis.

#### Lubrication

When required, sparingly lubricate the motor bearings using plastic compatible light oil and the gear train with model grease. Suitable lubricants are Bachmann E-Z Lube item 99984 or Woodland Scenics 'HobbyLube' Lite Oil item HL654.

# **DCC Decoder fitting**

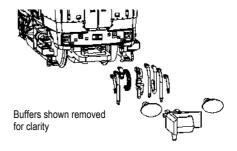
The model has a NMRA/NEM 651 6-pin decoder socket.

Follow the instructions supplied with the decoder. Remove the blanking board and fit the decoder, aligning as shown (right). It is recommend that the model is run in

first using a DC supply before fitting a decoder.

### **Buffer beam parts**

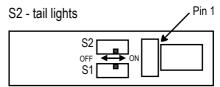
Pipes and a cosmetic screw coupler can be fitted as an alternative to the functional coupler. The pipes and coupling fit to the holes in the bufferbeam in the order shown



# Head / tail lights

Head or tail lights can be turned off (eg for double headed locos) with the switches located on the main PCB

S1 - head lights



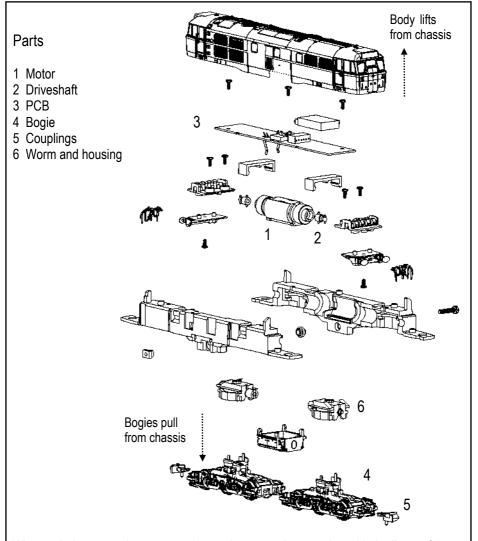
# Warning

Do not look directly at the PCB LEDs when illuminated

Do not run Graham Farish N scale models with a DCC controller unless a DCC decoder has been fitted as damage to the motor may result if run as analogue loco "0"



# Class 31 diesel locomotive



When ordering parts please quote the catalogue number together with the livery of the model (if appropriate) and number of the part required.

Parts are subject to availability.

Couplings are available in packets from retailers item 379-401.

The model should be handled carefully as it has many finely detailed parts. It is not suitable for persons under 14 years