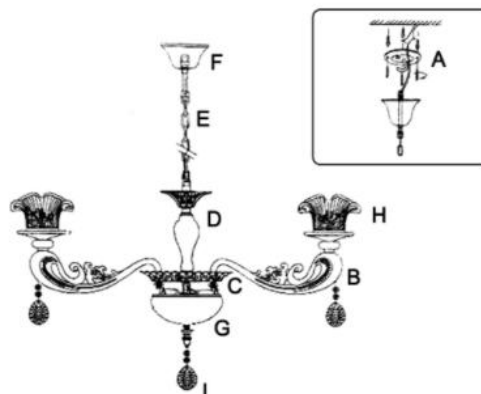


Assembly Instruction

Package Contents

Part	Description	Quantity
A	Mounting Bracket	1 pc.
B	Fixture Arm	multi pcs.
C	Lamp Support Plate	1 pc.
D	Central Column	1 pc.
E	Chain	1 pc.
F	Canopy	1 pc.
G	Bottom Bowl	1 pc.
H	Glass Shade	multi pcs.
I	Crystal Drop	multi pcs.



STEP 1

Mark the drilling position on ceiling with the help of the Mounting Bracket(A).
Drill holes on the marks and stick the expansion anchors into the holes.
Fix the Mounting Bracket(A) to the expansion anchors with self-tapping screws.

STEP 2

Thread the wire of Fixture Arm(B) to the Lamp Support Plate(C),
and screw the Fixture Arm(B) to the Lamp Support Plate(C).
Repeat the above step to fix the other Fixture Arms(B).

STEP 3

Connect the Black/Red wire of the Lamp Support Plate(C), and the main wire as one strand of wire.
Connect the White/Blue wire of the Lamp Support Plate(C), and the main wire as the other strand.

STEP 4

Thread the wire of Lamp Support Plate(C) through the Central Column(D),
and fix the Central Column(D) to the Lamp Support Plate(C).

STEP 5

Thread the wire of Central Column(D) through the Chain(E), and fix the Chain(E) to the Central Column(D).

STEP 6

Thread the wire of Chain(E) to the hole of Canopy(F), and attach the Chain(E) to the Canopy(F).

STEP 7

Hold the fixture close to ceiling.
Connect live line to Black/Red wire of main wire of the Canopy(F).
Connect neutral line to White/Blue wire of main wire of the Canopy(F).
If two wires are identical, the wires do not distinguish between a live line and a neutral line.

STEP 8

Attach the Canopy(F) to the Mounting Bracket(A).

STEP 9

Fix the Bottom Bowl(G) to the Lamp Support Plate(C) with a threaded tube and finial.

STEP 10

Remove a plastic ring from the socket of Fixture Arm(B).
Fix the Glass Shade(H) to the Fixture Arm(B) with the socket ring.

STEP 11

Insert your bulb into the bulb base.

STEP 12

Hang the Crystal Drops(I) on the Fixture Arm(B) and the Bottom Bowl(G) with steel rings.

Your fixture is now assembled and ready to use.