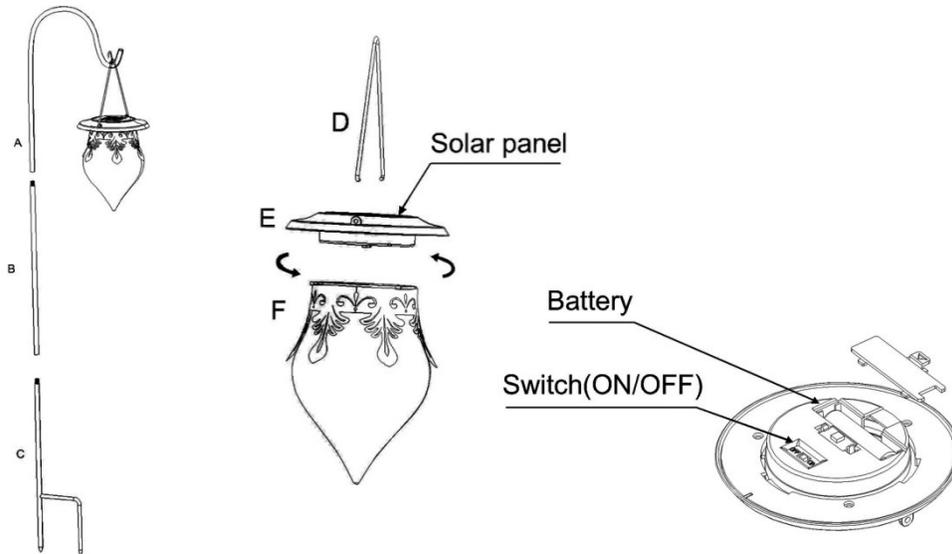


Thank you for purchasing this Winsome House product. This product has been manufactured with the highest standards of safety and quality.

<b>Product Name:</b>	Set of 2 Hanging Cone Shaped Solar Lights with Shepherd's hook
<b>SKU #:</b>	WH099



### Instructions:

- See above images for easy assembly (no tools required).
- To use, unscrew the top of the light counterclockwise
- Turn the on/off switch to the on position and screw the top back on, clockwise
- For best results, allow to charge in direct sunlight for a minimum of 8 hours
- After fully charged, product will automatically light at night
- To extend battery life, turn to the off position when not in use
- Battery: rechargeable AA Ni-MH 400mAh 1.2V 1pc (included)

### Trouble Shooting Tips:

If your solar light does not turn on at night, it may be caused by the following:

1. Check to see if the switch is in the "OFF" position.  
**Resolution:** Push the switch to the "ON" position and allow the solar light to be charged for at least 8 hours in direct sunlight.
2. Battery may not be fully charged.  
**Resolution:** Make sure the solar light is placed in an area where the solar panel receives the maximum amount of full direct sunlight every day.
3. The solar light may be located too close to other light sources (such as porch light or street lantern).  
**Resolution:** Relocate away from external light source.
4. The rechargeable battery may need to be replaced.



**Resolution:** Replace with batteries of identical specification.

## Instruction Manual

Please save this manual for future reference.

<b>Product Name:</b>	Set of 2 Hanging Cone Shaped Solar Lights with Shepherd's hook
<b>SKU #:</b>	WH099



**WARNING:**

Do not dispose of batteries in the regular trash, municipal waste stream or by fire as batteries may leak or explode. Do not open, short circuit, or mutilate batteries as injury may occur. Preserve our environment by recycling batteries or disposing of them in accordance with Local, State, and Federal regulations.