

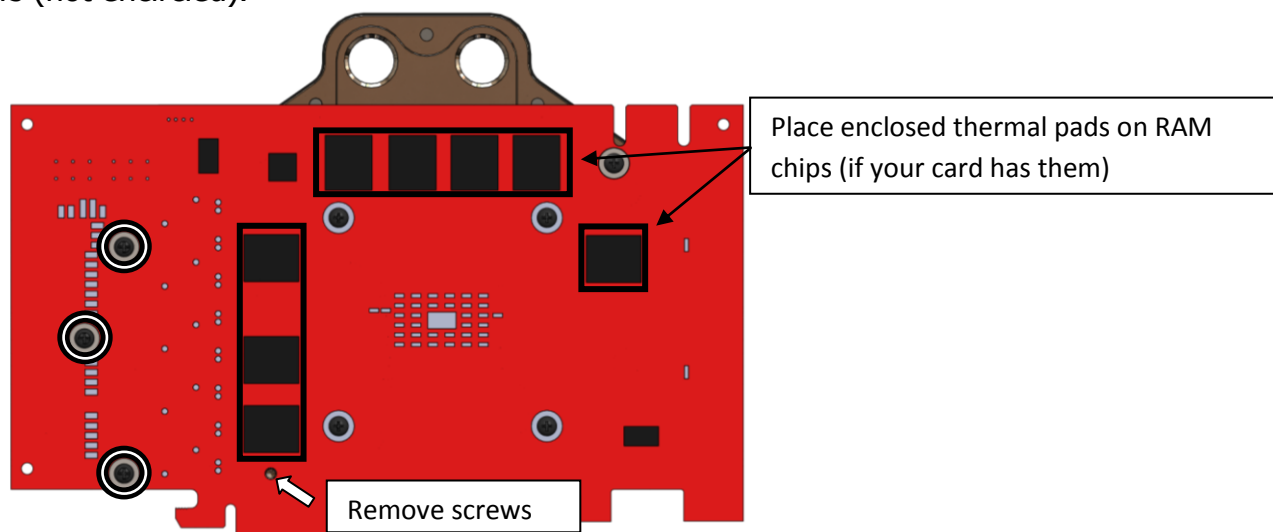
This product is intended for installation only by expert users. Please consult with a qualified technician for installation. Improper installation may result in damage to your equipment. EK Water Blocks assumes no liability whatsoever, expressed or implied, for the use of these products, nor their installation. The following instructions are subject to change without notice. Please visit our web site at www.ekwaterblocks.com for updates. Before installation of this product please read important notice, disclosure and warranty conditions printed on the back of the box.

STEP 1: GENERAL INFORMATION. Sample picture of Palit GeForce GTX 460 Sonic Platinum 1GB graphic card



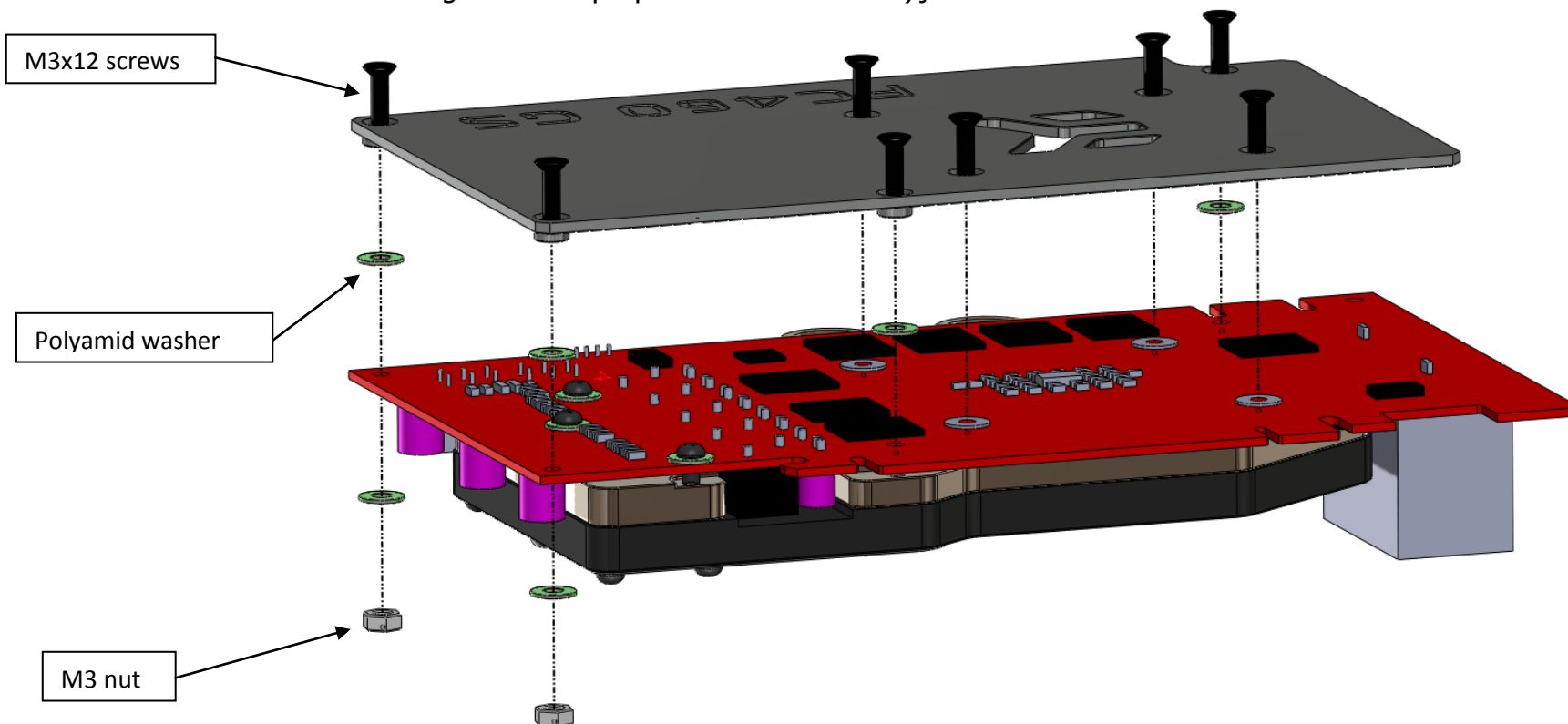
STEP 2: PREPARING YOUR GRAPHIC CARD 460 GTX

EK-FC460 GTX GS/SONIC backplate is very easy to install. First install EK-FC460 GTX GS/SONIC water block according to its manual. If you have it already installed, please check below which mounting screws for water block are to be left in their position. Place block on even surface (so its weight is supported) and remove all other screws (not encircled).



STEP 3: ATTACHING EK-FC460 GTX GS/SONIC BACKPLATE

Take enclosed mounting screws and install them by using enclosed allen key as shown on picture below. EKWB recommends users to start with M3x12 screws around GPU area (HINT: do not tighten screws until they are all positioned in their mounting holes). Please note that nuts must be used in order to provide proper connection of PCB and backplate. Backplate has milled in standoffs, so there is no fear of overtightening the screws. Nevertheless, do not exaggerate with screwing force as there is no need for it. (Please note that EKWB holds no responsibility of any kind if assembly is not made by instructions. This applies also for all products that are not out of EKWB production line. Users must by all means also consider instructions that are being made for proper use of FC blocks.)



REQUIRED TOOLS AND MOUNTING SCREWS:



8 x screws M3x12 7991DIN



2 x M3 nut



2mm allen key