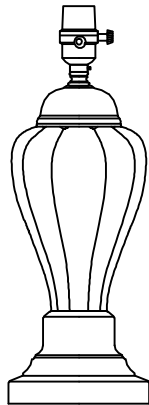


—— SHADE



—— LIGHT BODY

1. PUT THE SHADE ONTO THE SOCKET OF THE LIGHT BODY