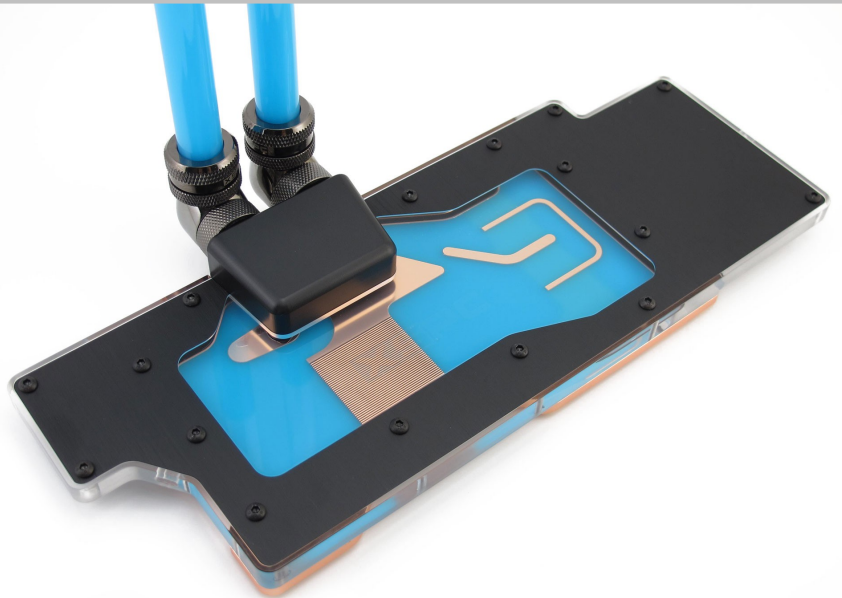


Technical Details

- Dimensions: 263.7 x 98.2 x 32.6mm
- Ports: G1/4"

Box Contents

- 1 x Thermal paste
- 13 x 1mm thermal pad
- 3 x 0.5m thermal pad
- 13 x M2.5 x 6mm screw
- 13 x Red washer
- 2 x M2.5 nut
- 2 x RGB LED
- 1 x RGB Controller
- 1 x RGB needle connector

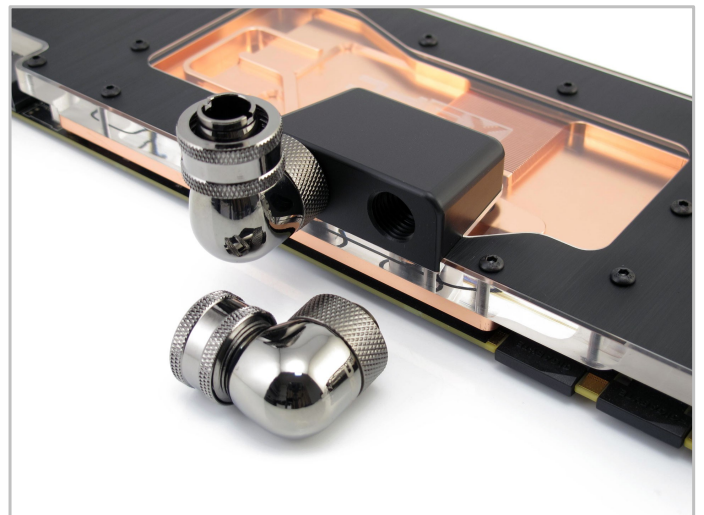


G1/4" hose fittings sold separately

Note: This waterblock is only suitable for reference design GTX 1080, GTX 1080 Ti and Titan X Pascal cards. If you are unsure if your card is a reference design card, contact us prior to installation to make sure.



1. Check your box contents against the list above before you start the installation process. Now remove the protective plastic film from the block.



2. The waterblock is designed for use with rotary fittings. Attach your chosen fittings to the inlet and outlet of the block. The water flow can go in either direction.



3. The block is now ready to be connected to the other watercooling components for leak testing.

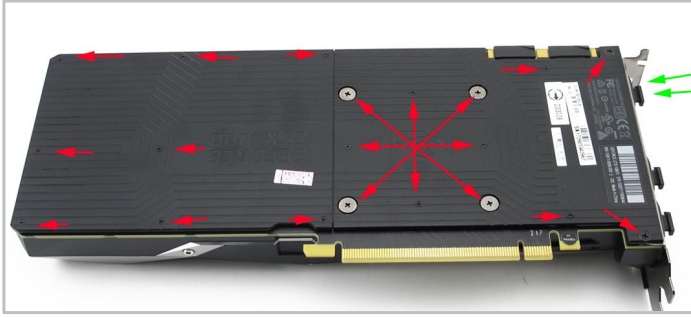
NEXT PAGE →

Page 2 – GTX 1080 Ti and Titan X Pascal
Page 3 – GTX 1080

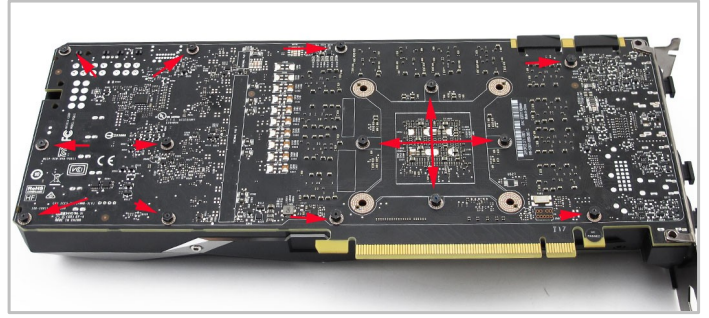
In the next steps the waterblock is shown without tubing or other watercooling components connected. This has been done to make it easier to see the installation process.

Before handling the card you should take precautions to avoid static damage.

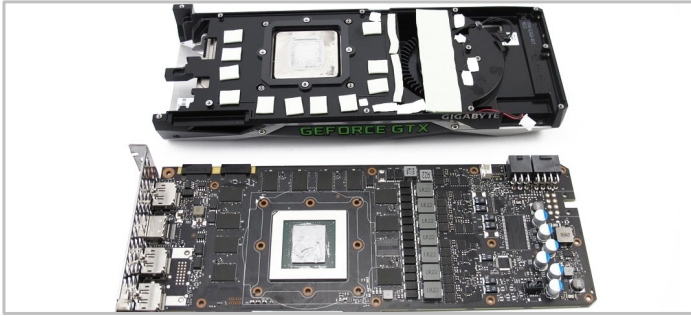
GTX 1080 Ti / Titan X Pascal - Steps 4 - 11



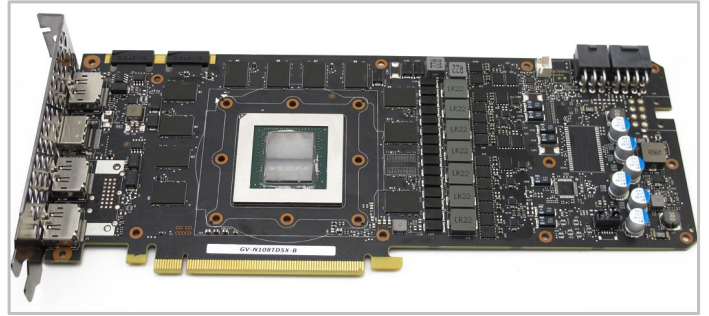
4. Turn the card on its back and remove the 22 screws highlighted above.



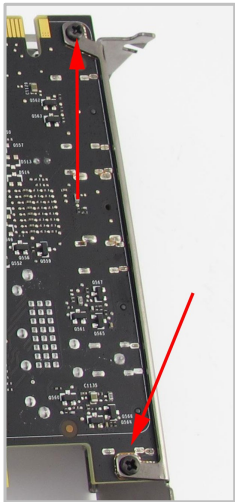
5. Remove the backplate and remove the 14 bolts highlighted above.



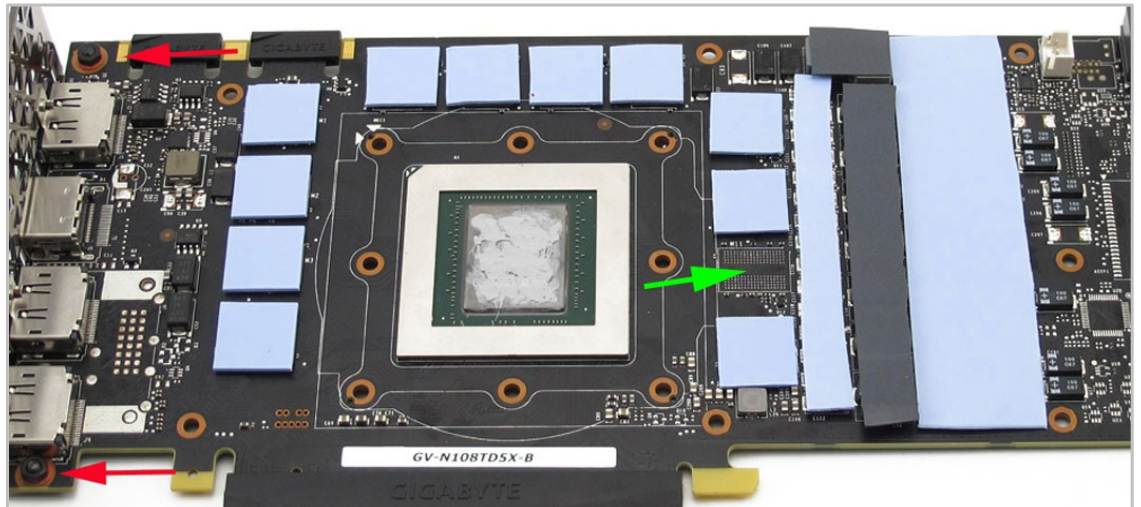
6. Turn the card back over and carefully remove the heat sink and fan. Now the card and heat sink are separated detach the fan power cable from the fan header.



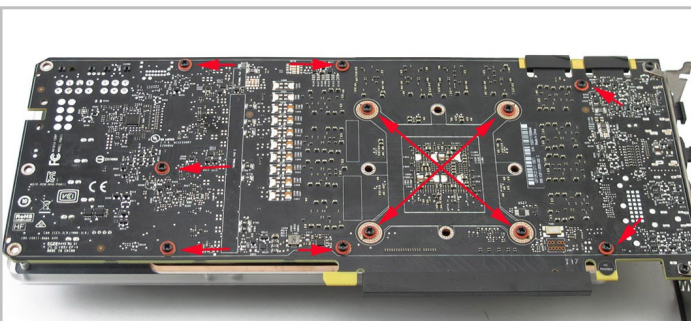
7. Clean the thermal paste from the GPU core and remove any residue left from the thermal pads.



8. Use two of the provided screws and two nuts to secure the I/O bracket. This must be done before the block is fitted.



9. Remove the tape from both sides of the thermal pads. Place the blue and grey pads on the fifteen positions shown above (sixteen for Titan X Pascal) and finally apply thermal paste to the GPU core. Place the waterblock on the card to line up the screw holes and then flip it over (make sure the thermal pads stay in place).

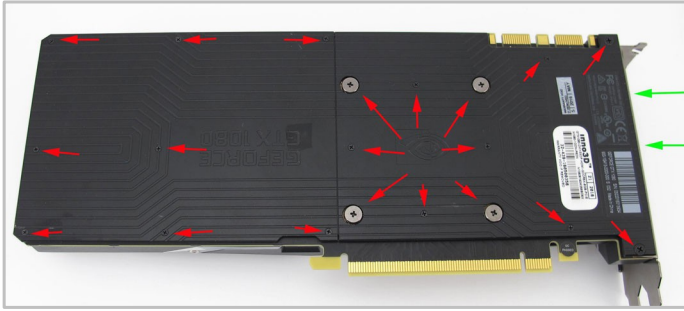


10. Now fit the supplied screws and washers in positions marked red. You should gradually tighten each screw to apply even pressure.

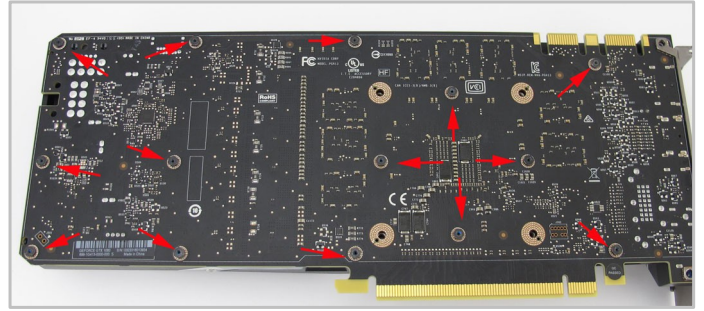


11. Do not over tighten the screws as this may bend the card and cause permanent damage. The card is now ready for use. When you first boot it is advisable to use software to check the core temperature. If the temperature is high you will need to remount the block.

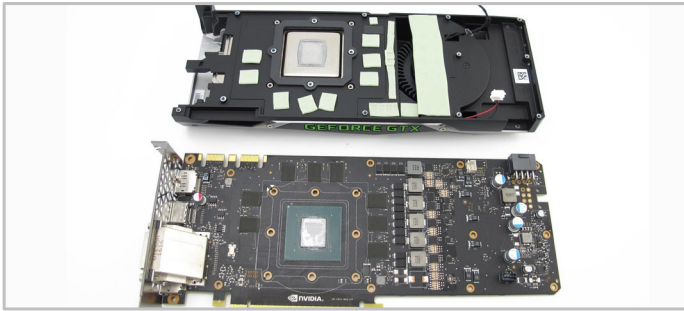
GTX 1080 - Steps 4 - 11



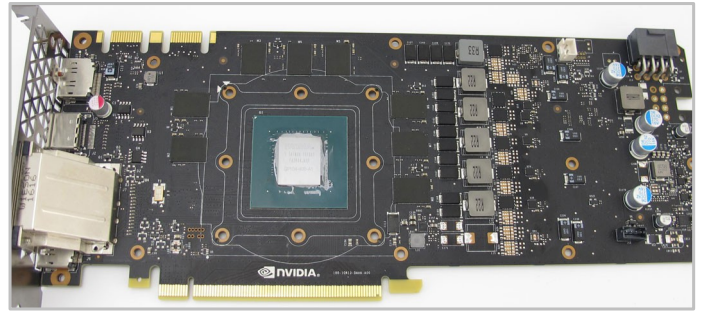
4. Turn the card on its back and remove the 22 screws highlighted above.



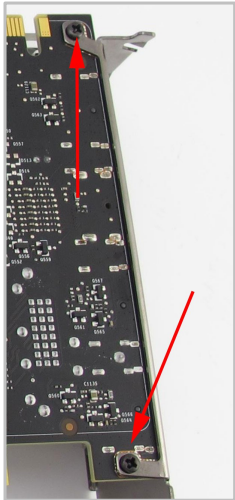
5. Remove the backplate and remove the 14 bolts highlighted above.



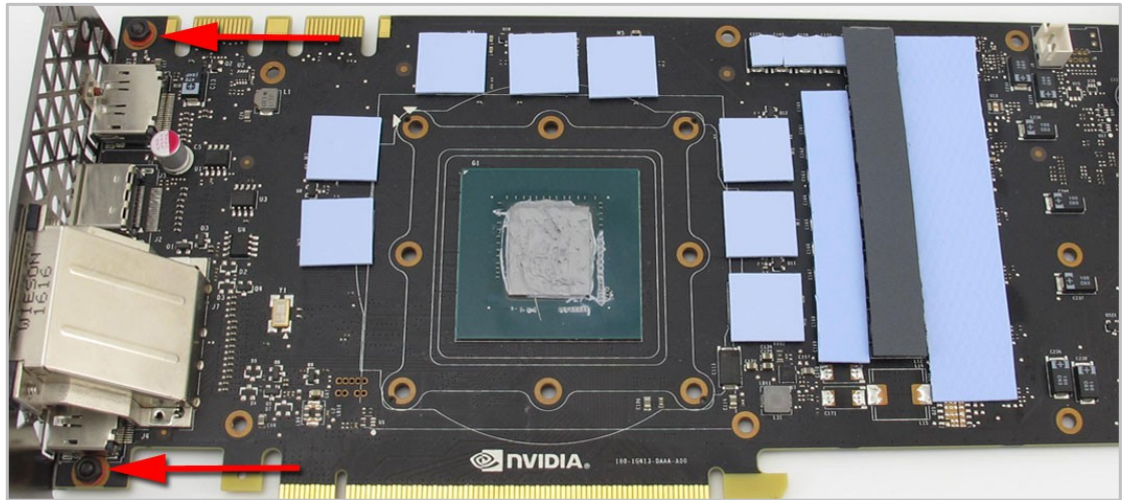
6. Turn the card back over and carefully remove the heat sink and fan. Now the card and heat sink are separated detach the fan power cable from the fan header.



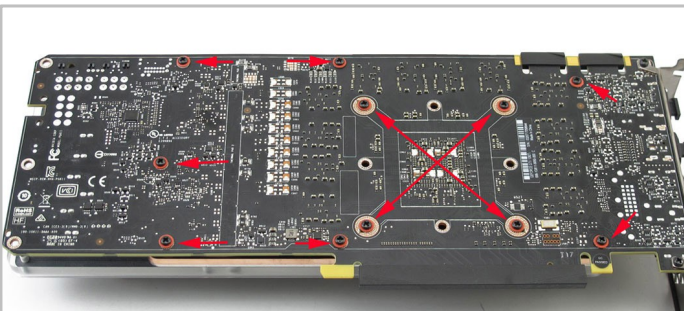
7. Clean the thermal paste from the GPU core and remove any residue left from the thermal pads.



8. Use two of the provided screws and two nuts to secure the I/O bracket. This must be done before the block is fitted.



9. Remove the tape from both sides of the thermal pads. Place the blue and grey pads on the twelve positions shown above and finally apply thermal paste to the GPU core. Place the waterblock on the card to line up the screw holes and then flip it over (make sure the thermal pads stay in place).



10. Now fit the supplied screws and washers in positions marked red. You should gradually tighten each screw to apply even pressure.



11. Do not over tighten the screws as this may bend the card and cause permanent damage. The card is now ready for use. When you first boot it is advisable to use software to check the core temperature. If the temperature is high you will need to remount the block.