



ball end wrench making the assembly friendly

For any missing or damaging parts, hardware, or any other problems,
WELCOME to email us

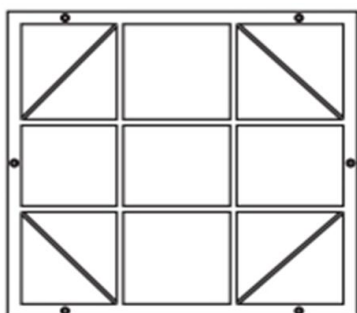
PRE-ASSEMBLY PREPARATION:



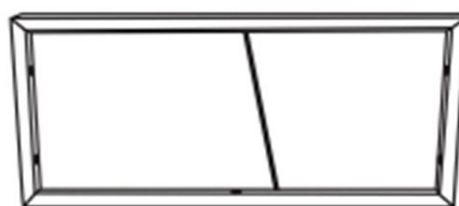
DO NOT LET CHILDREN PLAY IN OR AROUND THE UNIT DUE TO THE POSSIBLE RISK OF FINGER ENTRAPMENT.

- Please read through the instructions before beginning assembly.
- Clear out the space for assembly and lay out all of the parts based on the Parts List, extra room will allow you to easily determine if all the pieces are present.
- Save all packing materials until assembly is complete to avoid accidentally discarding smaller parts or hardware.
- Keep small parts and pieces away from children until fully assembled.
- Ensure that all bolts are securely tightened before use. It is recommended that you re-check all nuts and bolts
- Use on even surfaces only.
- Improper use of this product or failure to use as directed may result in injury.

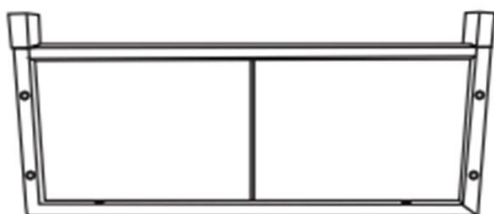
PANEL AND FITTINGS IDENTIFICATION:



Seat (A)
Qty:1



Side Panel 1 (B)
Qty:2



Side Panel 2 (C)
Qty:2



cushion

Sofa Back (D)
Qty:1

HARDWARE LIST:



35mm

M6x35mm Bolt and Washer (E) Qty: 14



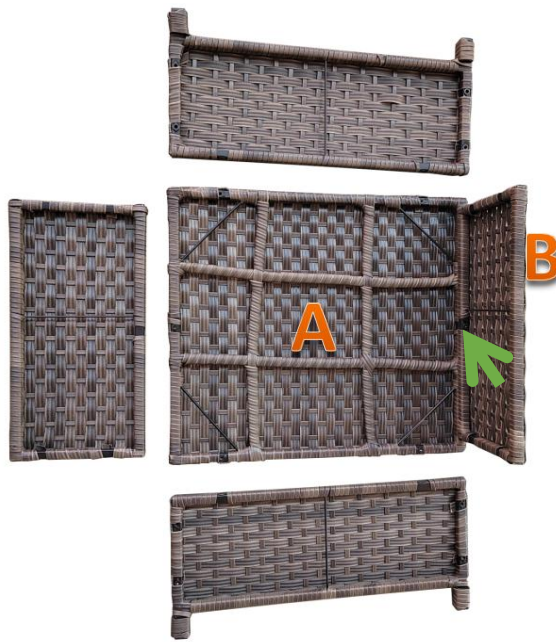
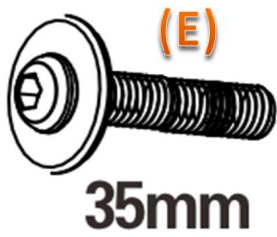
Hex Key (F)

Qty: 1

STEP-BY-STEP ASSEMBLY:

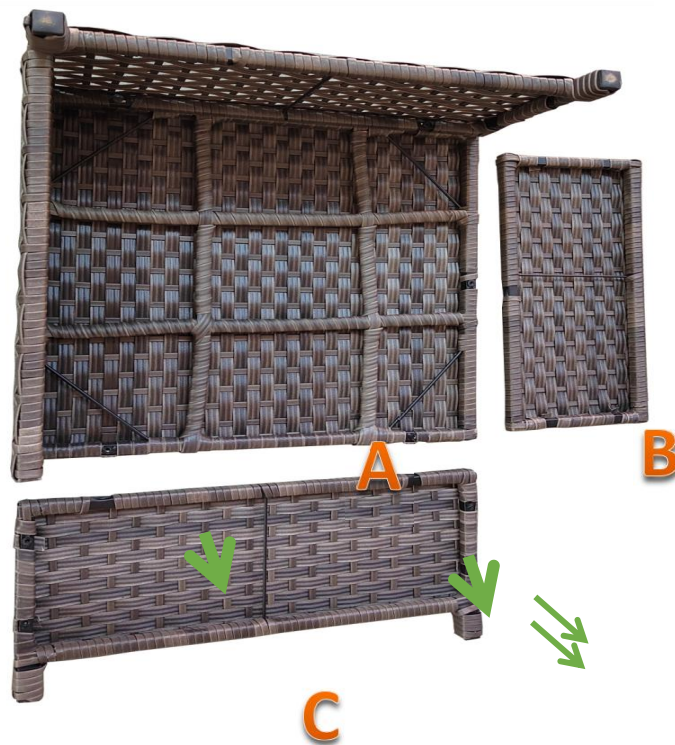
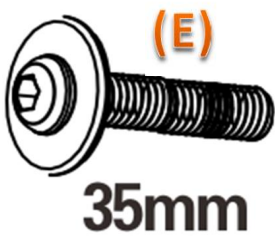
1

Step 1: Attach 1pc Side Panel (B) to Seat (A) with 1pc hardware (E) using Hex Key.
Do not fasten bolts now!



2

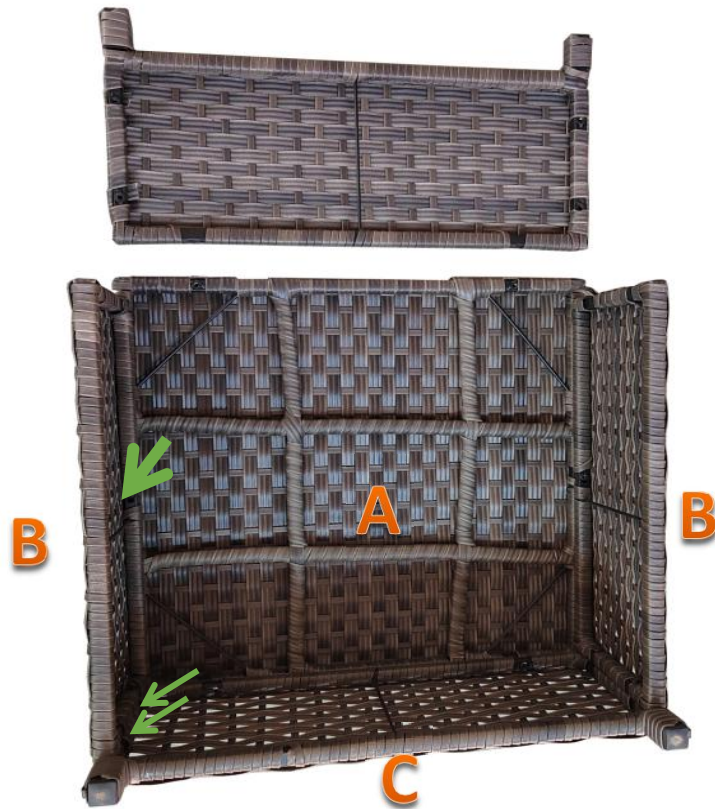
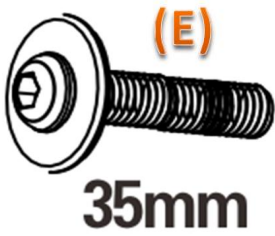
Step 2: Attach 1pc Side Panel (C) to assembled parts with 4pcs hardware (E) using Hex Key.
Do not fasten bolts now!



3

Step 3: Attach 1pc Side Panel (B) to assembled parts with 3pcs hardware (E) using Hex Key.

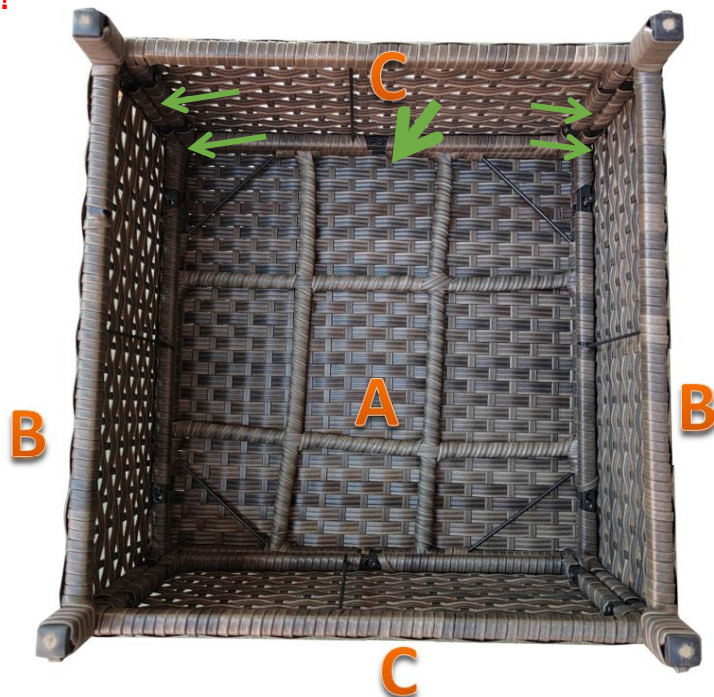
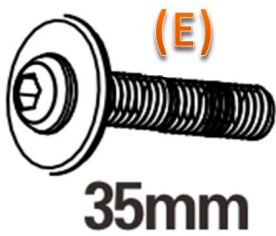
Do not fasten bolts now!



4

Step 4: Attach 1pc Side Panel (C) to assembled parts with 5pcs hardware (E) using Hex Key.

Do not fasten bolts now!

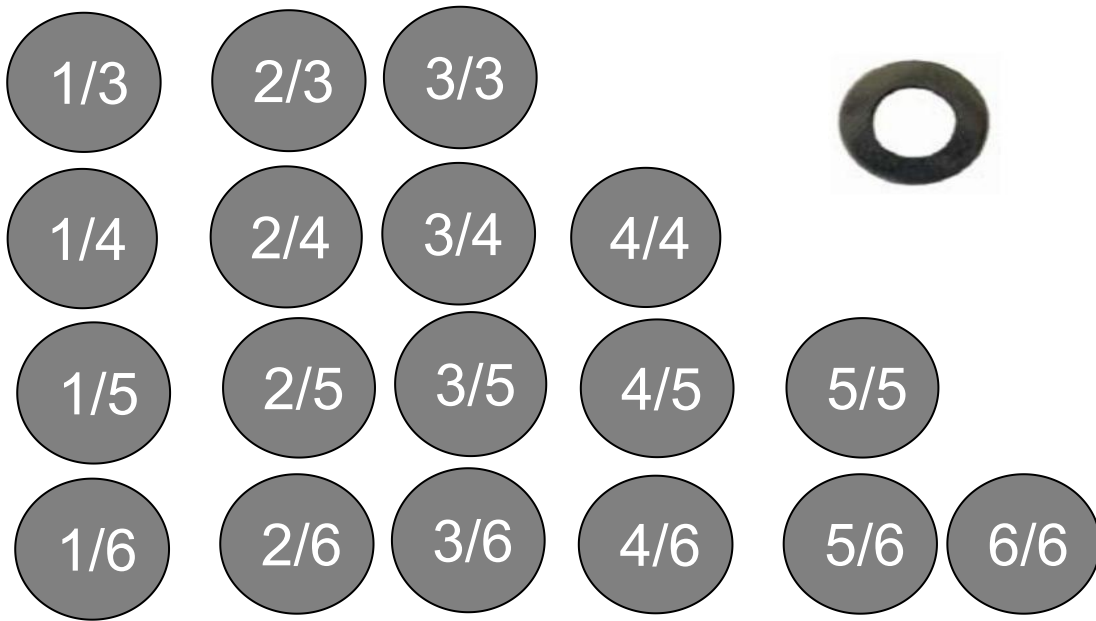


5

Step 5: Turn over Ottoman upwards and put on a flat floor and align all foot

Fasten all the bolts now!

Put the non-slip mat and cushion on the seat.



A B C D E F G
H I J K H M N
O P Q R S T

