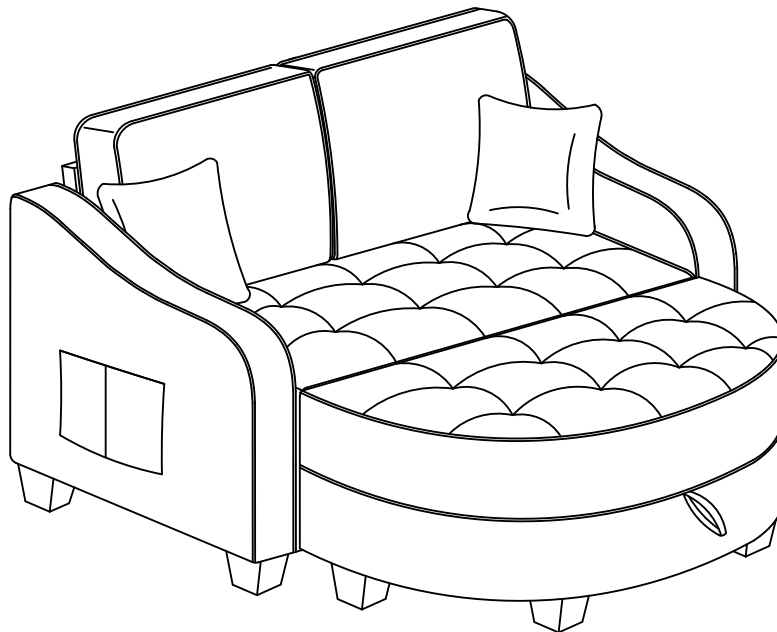
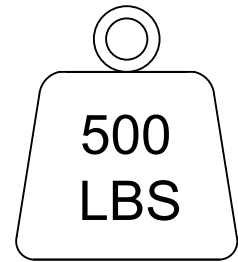
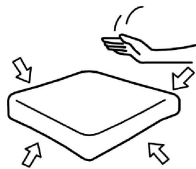


# ASSEMBLY INSTRUCTION

## 2110

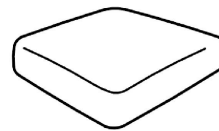


01




Due to package compression for better shipment, the fabric may have wrinkles, these wrinkles will gradually disappear.

02



Please be patient and wait for the couch to return to its fluff state, which will take anywhere from 72 hours to a week.





**WARNING**  
Plastic bags can be dangerous. To avoid danger of suffocation, keep this bag away from babies and children.

**ATTENTION**  
Les sacs plastique peuvent être dangereux. Pour éviter le danger de suffocation, ne laissez pas ces sacs à la portée des bébés ni des enfants.

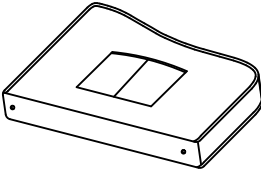
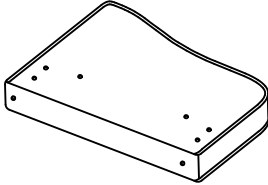
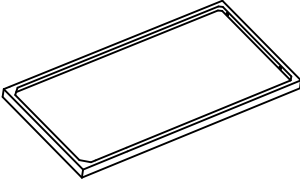
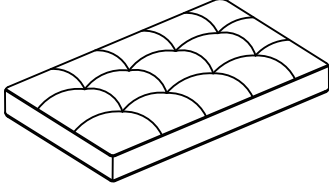
**ADVERTENCIA**  
Para evitar riesgo de asfixia, mantenga las bolsas de plástico fuera del alcance de los niños y bebés.

**ATTENZIONE**  
Il sacchetto di plastica può essere pericoloso. Per evitare il pericolo di soffocamento, tieni questo sacchetto lontano da bambini e fanciulli.



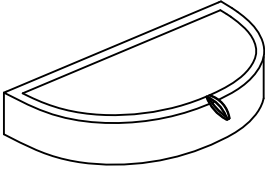
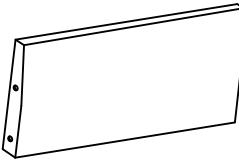
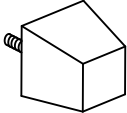
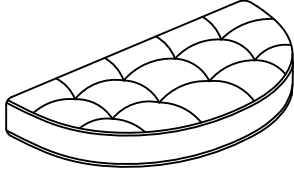
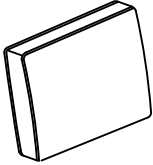
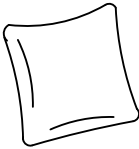

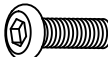

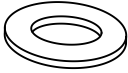

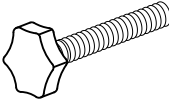
**VORSICHT**  
Polybeutel können gefährlich sein. Um Erstickengefahr zu vermeiden, bitte diesen Beutel nie in Reichweite von Säuglingen und Kleinkindern ablegen.



## BOX 1

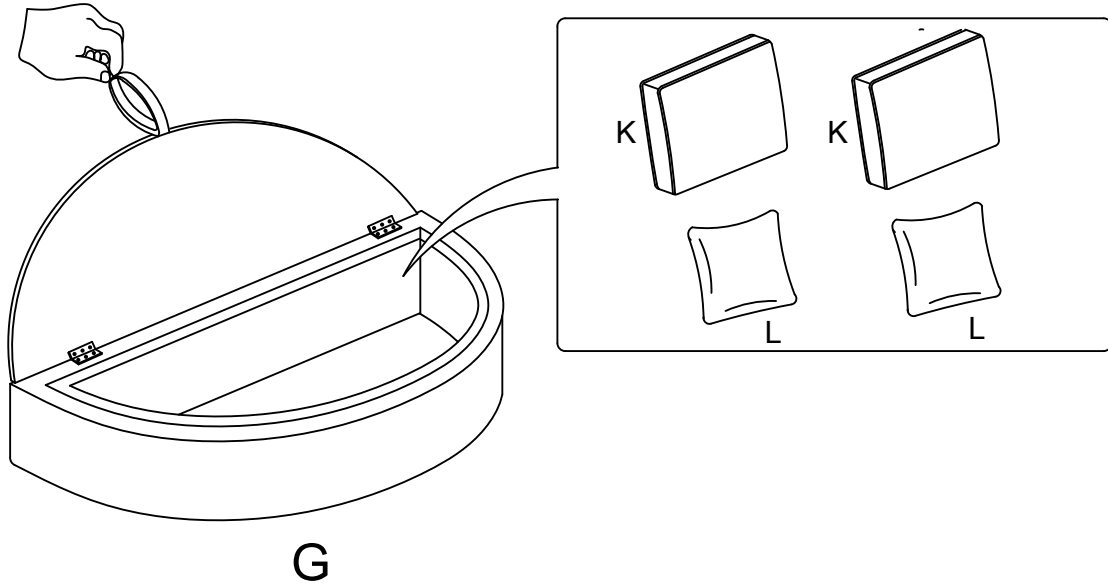
A		x1	B		x1
C		x1	D		x1

## BOX 2

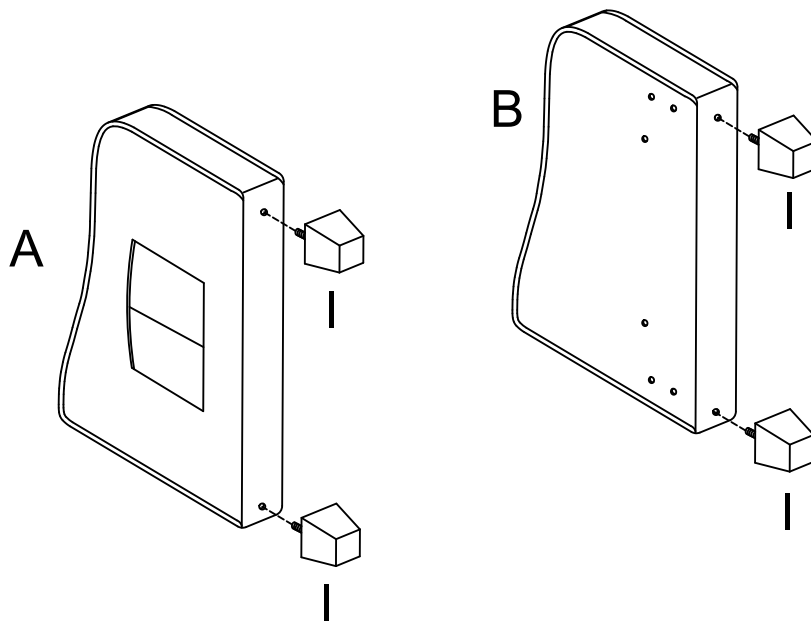
E		x1	F		x1
G		x1	H		x1
I		x8	J		x1
K		x2	L		x2
M		x6	N		x8
O		x14	P		x14
Q		x1	R		x2

# ASSEMBLY INSTRUCTIONS

1:

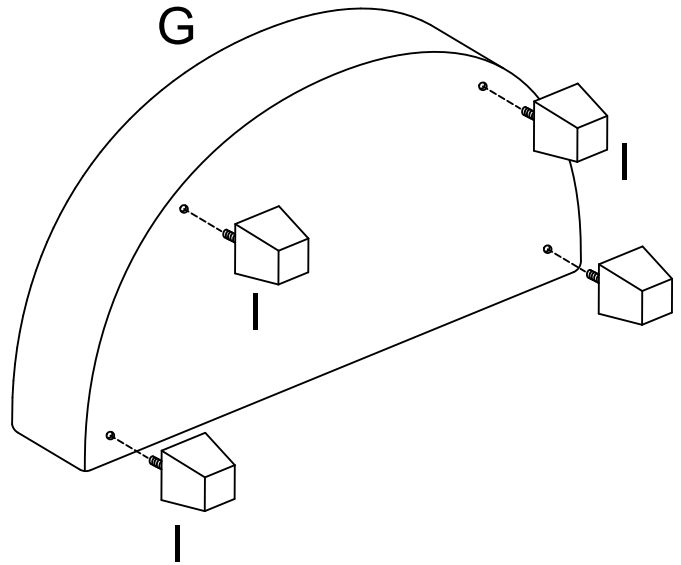


2:

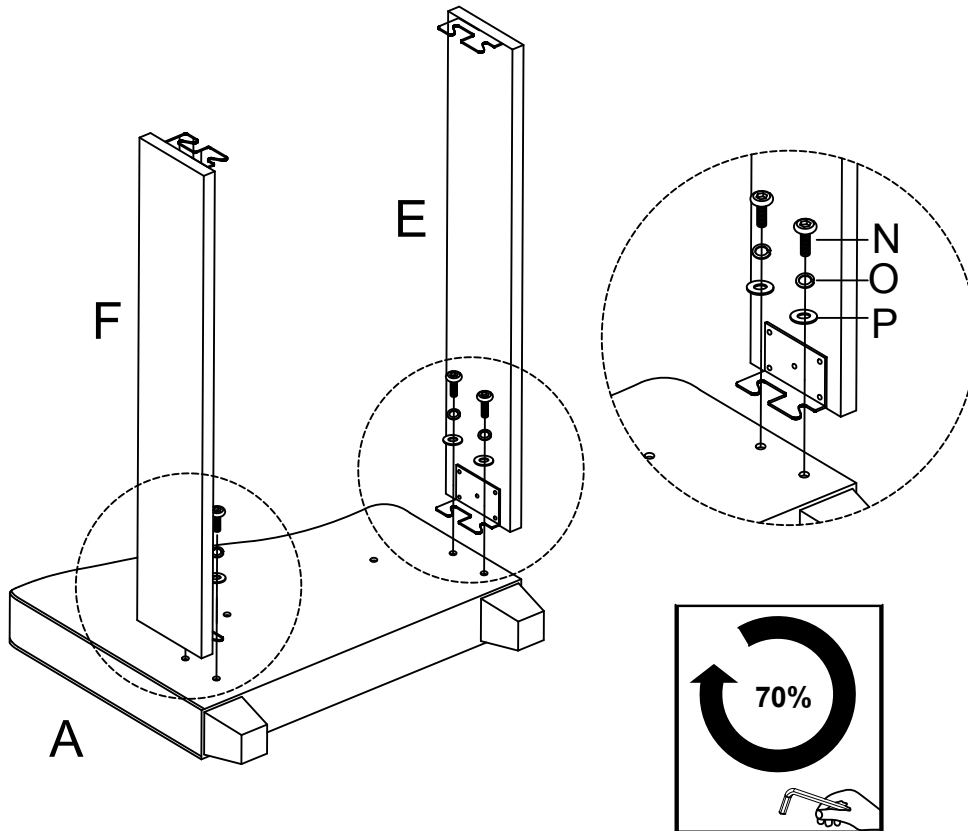


# ASSEMBLY INSTRUCTIONS

3:

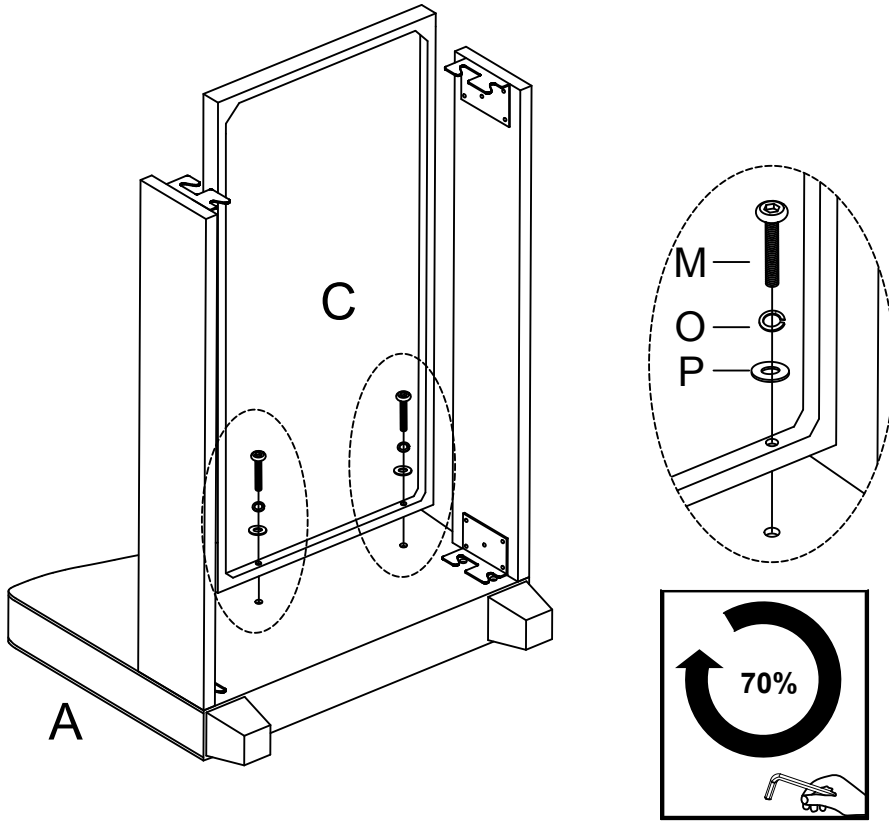


4:

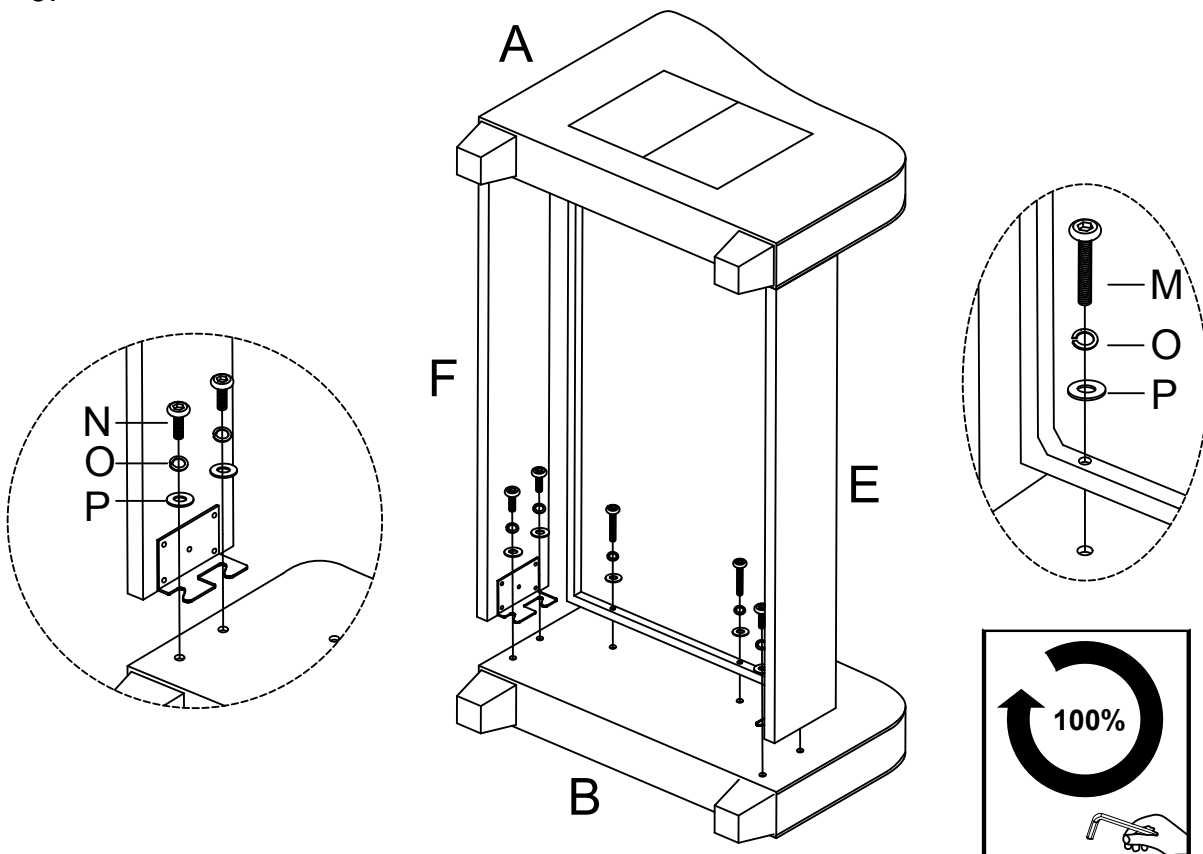


# ASSEMBLY INSTRUCTIONS

5:

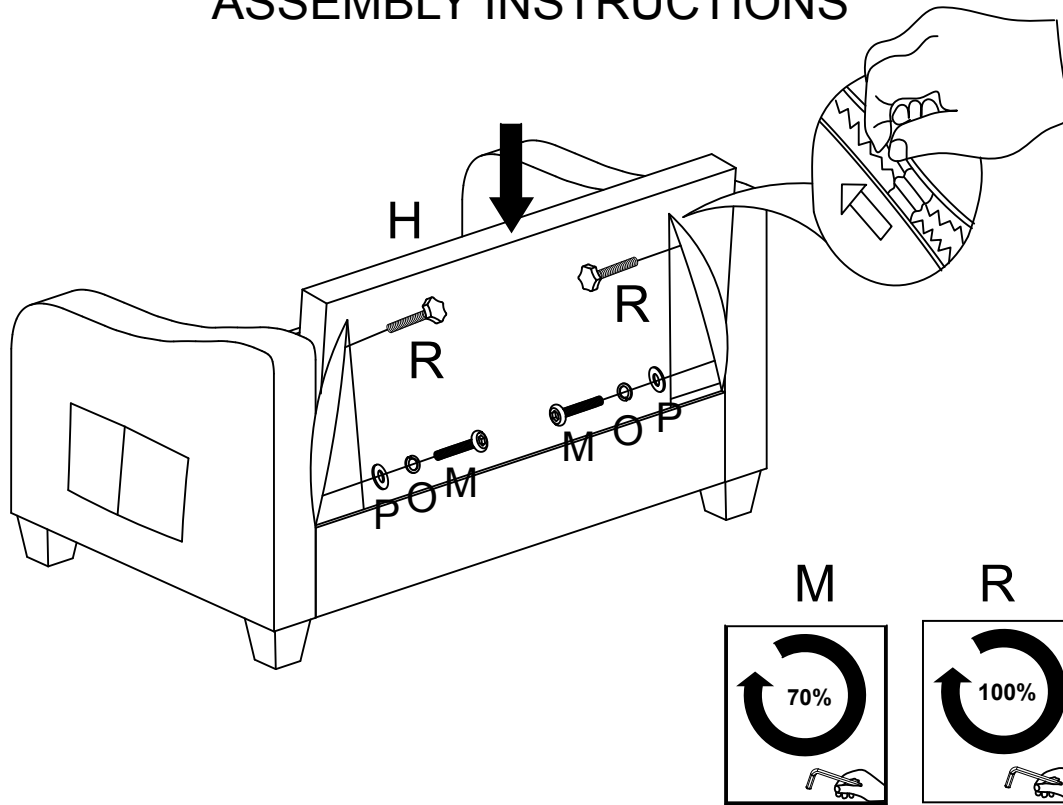


6:

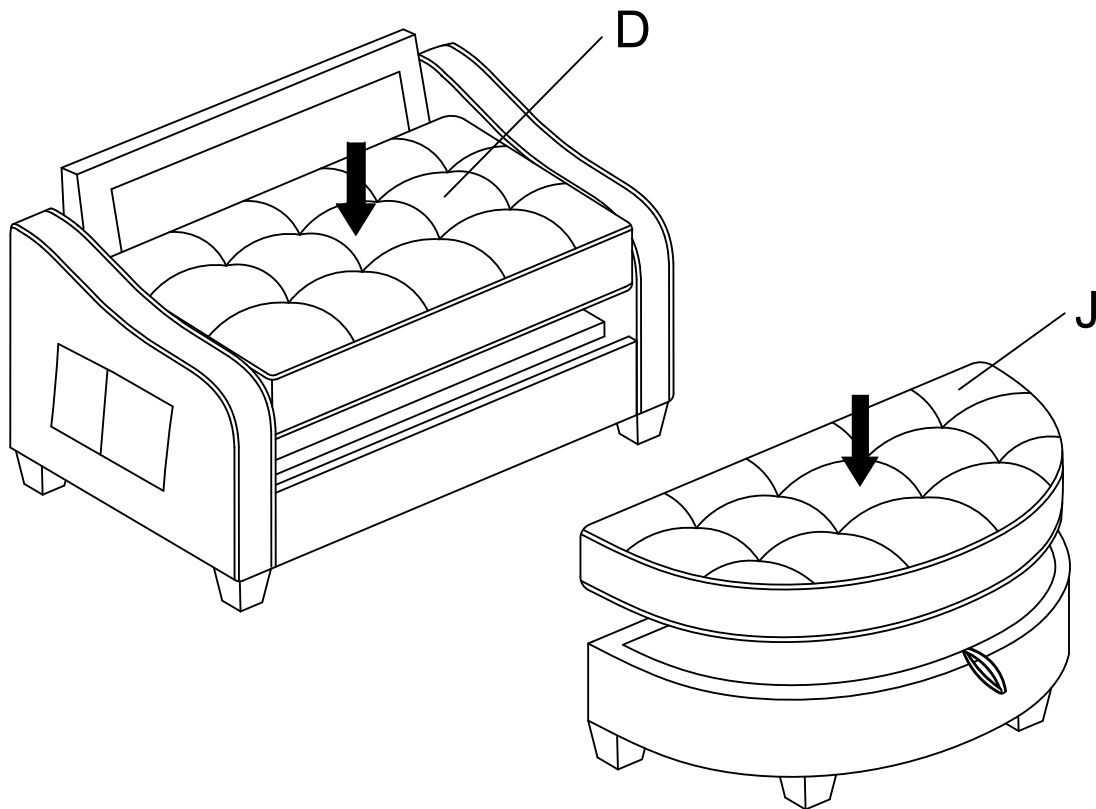


# ASSEMBLY INSTRUCTIONS

7:

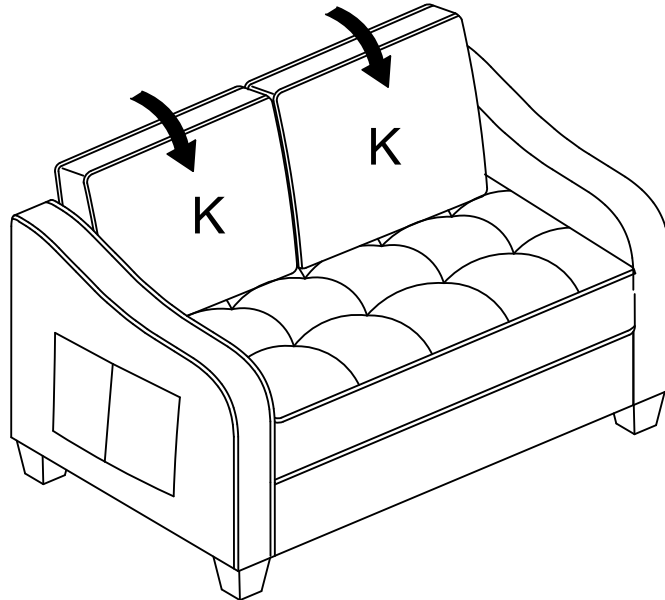


8:

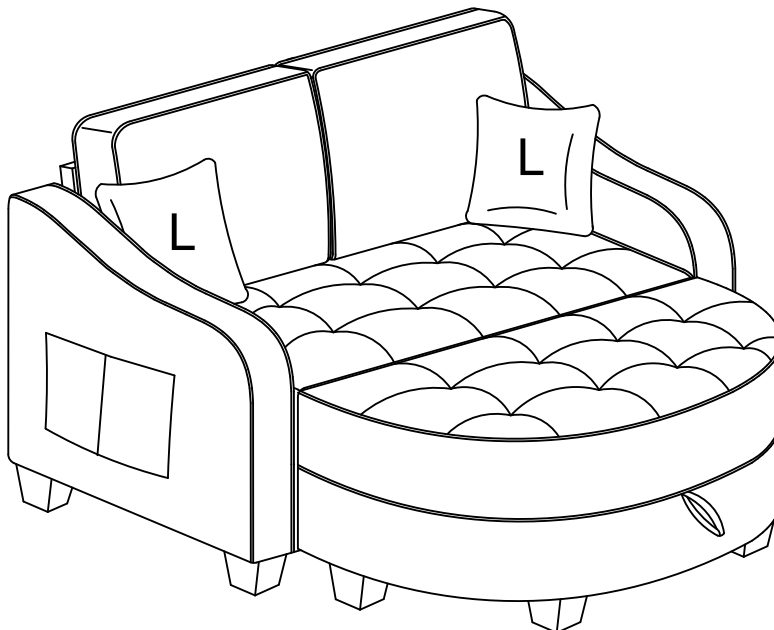


# ASSEMBLY INSTRUCTIONS

9:

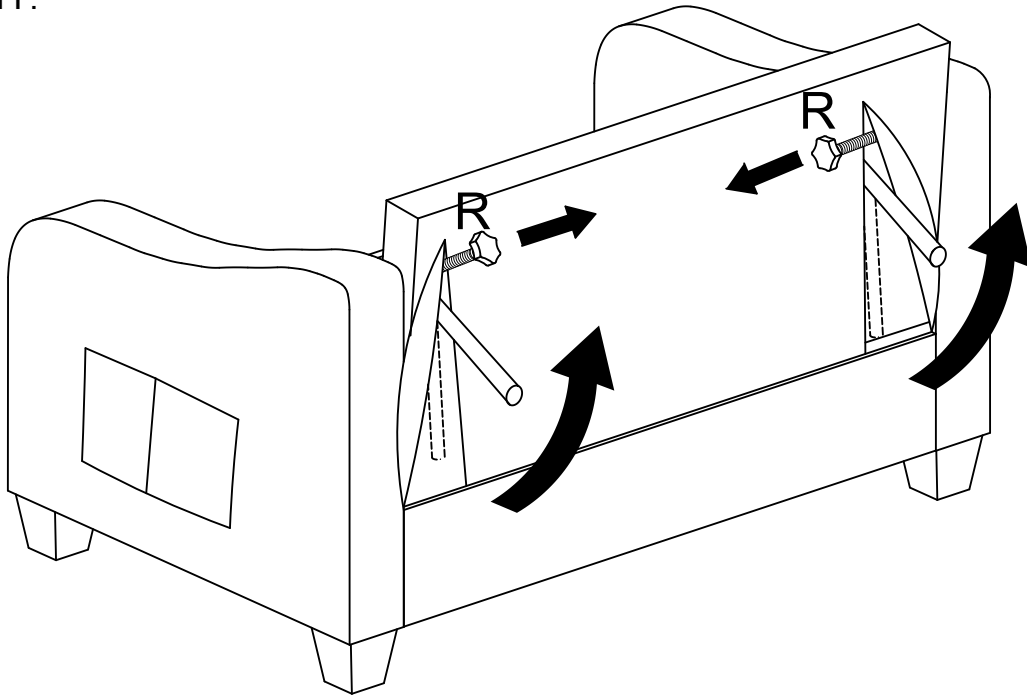


10:

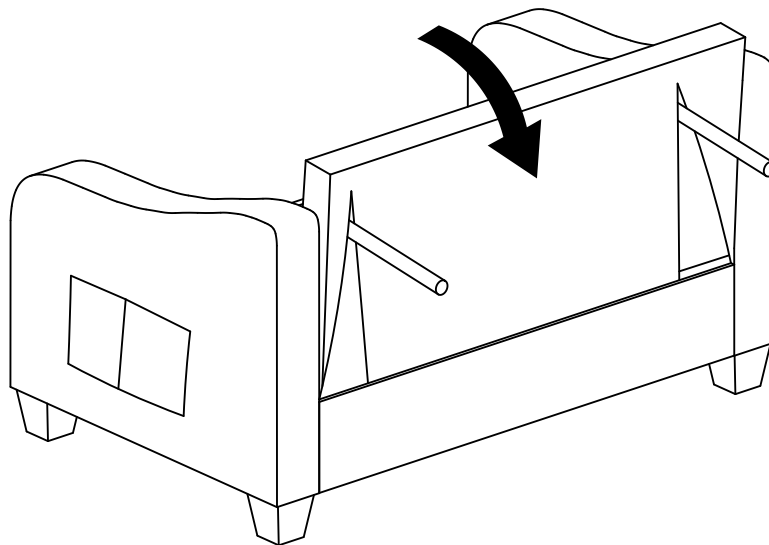


# ASSEMBLY INSTRUCTIONS

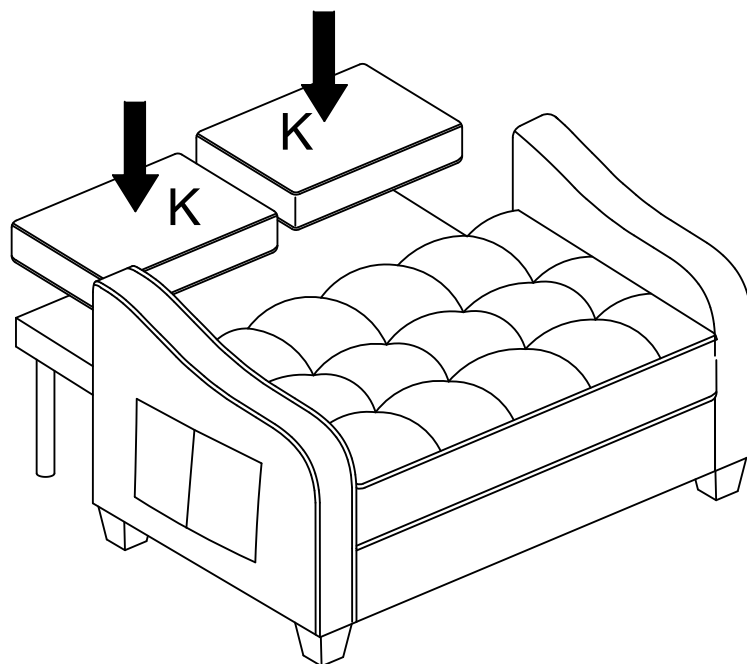
11:



12:



13:



14:

