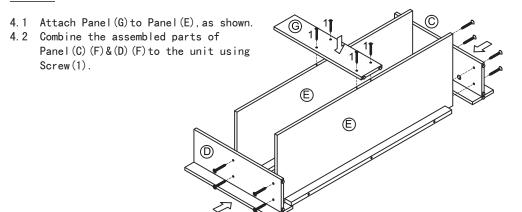
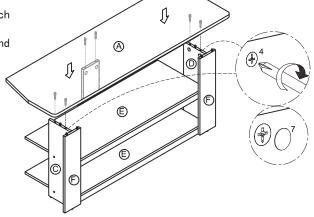
## STEP 4

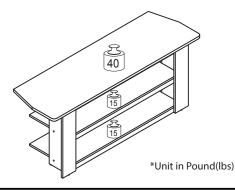


# STEP 5

- 5.1 Upright the unit and attach Panel (A) on top.
- 5.2 Tighten Cam-Lock Nut(4) and cover it with Sticker(7).



# Recommended Maximum Weight



### **WARNING:**

- >This unit has been designed to support the maximum loads shown. Exceeding these load limits could cause sagging, instability, product collapse, and/or serious injury.
- >DO NOT allow children to climb on unit.
- >Put heavier items on lower shelves.

# **Assembly Instruction**

42-in TV Entertainment Center

DIMENSION: 42.1"(W) x 16.5"(H) x 13.4"(D)

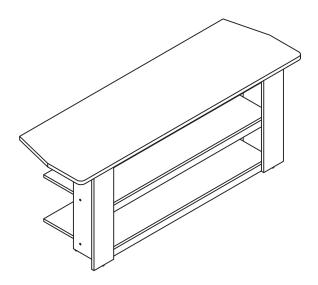


Approx. 30 minutes



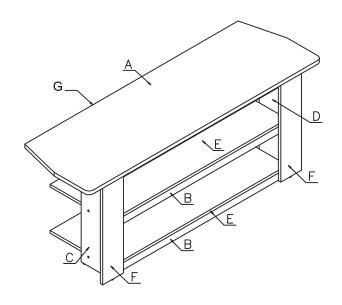
Recomm. 2 Person





No	Hardware List		Qty
1	Screw	0	21pcs
2	Dowe I		10pcs
3	Cam-Lock Screw	and so	8pcs
4	Cam-Lock Nut		8pcs
5	Nail Leg	D	8pcs
6	Screw Plastic Cover	$\bigcirc$	12pcs
7	Round Sticker		8pcs

No	Parts List	Qty
Α	Top Panel	1pcs
В	Apron Panel	3pcs
С	Left Side Panel	1pcs
D	Right Side Panel	1pcs
Е	Shelf Panel	2pcs
F	Front Panel	2pcs
G	Back Panel	1pcs

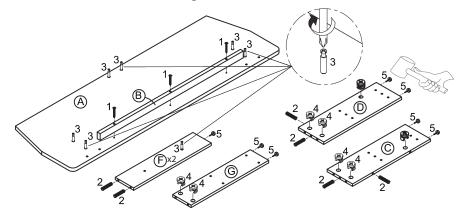


#### **USEFUL HINTS BEFORE YOU START:**

- 1. Read each step carefully before starting.
- 2. It is important that each step is performed in correct order to avoid difficulties.
- 3. Identify, sort and count the parts before assembly.
- 4. Assemble your furniture on packaging cardboard to prevent scratch or damage.
- 5. Clean the product with mild cleanser using soft damped cloth. Do not use harsh or abrasive cleanser.
- 6. Using uncompatible hardware might cause damage to product.

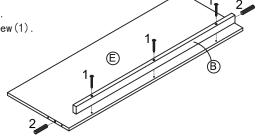
### STEP 1

- 1.1 Insert Cam-Lock Screw(3) to Panel(A)&(F).
- 1. 2 Insert Dowel (2) to Panel (C) (D) & (F).
- 1.3 Insert Cam-Lock Nut(4) to Panel(C)(D)&(G).
- 1.4 Insert Nail Leg(5) to Panel(C)(D)(F)&(G).
- 1.5 Attach Panel (B) to Panel (A) using Screw (1), as shown.



# STEP 2

- 2.1 Insert Dowel (2) to Panel (E), as shown.
- 2.2 Attach Panel (B) to Panel (E) using Screw (1).



# STEP 3

- 3.1 Attach Panel(D) to Panel(F).
- 3.2 Attach Panel (C) to Panel (F).
- 3.3 Tighten Cam-Lock Nut(4) and cover it with Sticker(7).

