ASSEMBLY INSTRUCTION

PATIO FURNITURE SETS



WF316734; WF316735; WF316736 N704P227292; N704P227293; N704P227294

Notice:

1. 50% Tighten before fixing all screws, Allen wrench is recommended instead of an electric drill.

- 2. Place the item on a flat ground to adjust and make sure it remains stable.
- 3. Tighten up all screws with tools gradually.
- 4. If the screws are not aligned with holes during assembly, please loosen all the other screws to 50% and continue the assembly process.
- 5. If the item is not stable, please loosen all the screws, adjust it on a flat ground and tighten up all screws again.
- 6. Note : If one or some screws are fully tightened during assembly, chances are the others will not be aligned with holes. In addition, all the holes are designed to be relatively larger to provide more space for the adjustment of the screws.



x6











Connect Top Right Table (A) & Top Left Table (B), tighten Bolt (3) & flat washer (4),Nut (7),Key (6) with Allen Key (9).

STEP 2



Connect the Part from Step 1 & Flat Connector (J), tighten Bolt (1) & flat washer (4) with Allen Key (9).



Connect the Part from Step 2 & the Leg Table (C),(D) tighten Bolt (1) & flat Washer (4) & Allen Key (9).



Connect the Half Bar 1 (E) & the Half Bar 2 (I), tighten Bolt (1) & flat Washer (4) & Allen Key (9).









Connect The part from Step 3 & The part from Step 4, tighten Bolt (1) & Flat Washer (4) with Allen Key (9).

STEP 6

8 x2

Put the Table upright, firmly tighten Bolts with Allen Key (9), push Plastic Cover (8)



Finish Table.



Put & push the Seat Chair Frame (G) into The Back Chair Frame (F) at the joints by Hands .

STEP 8



Keep the part from step 7 fixed & turning all the chair upside down

STEP 9



Connect the Seat Chair Frame (G) & The Back Chair Frame (F), tighten Bolt (2) & Flat Plastic Washer (5) & Allen Key (9).

STEP 10

H x1







Put chair upright, firmly tighten Bolts with Allen Key (9), Set up the Seat Cushion (H), Back Cushion (K) to finish Chair.



Finish Chair.



Finish.