

STEEL FRAME PATIO LOVESEAT WITH CUSHIONS

ASSEMBLY INSTRUCTIONS

Before You Begin:

Please identify all component parts and hardware pieces required before your begin. Carefully remove all of the components from the packaging and set aside for assembly. Assemble on a soft surface to prevent scratching during assembly.

Caution:

Tighten all components securely before use. Failure to do so many result in personal injury. DO NOT use any sharp objects to open plastic wrapped components as damage to product or components may result.



Warning:

- CHOCKING HAZARD -Small Parts. Adult Assembly Required.
- DO NOT ALLOW CHILDREN TO CLIMB ON FURNITURE

Serious or fatal crushing injuries can occur from furniture tipping over. You must install the Tipping Restraint Hardware with the unit to prevent the unit from tipping and causing any accidental injury,instability,death or damage. The tipping restraint is intended only as a safety measure, it is not a substitute for proper adult supervision.

To help prevent furniture from tipping over it must be permanently attached to the wall. Anti-Tip Safety Wall Straps suitable the unit weight and wall materials (if not included) should be purchased and installed.

Online Assembly Instructions: http://ftp.flashfurniture.com/AssemblyInstructions/GM-201108-2S-CH-GG.pdf

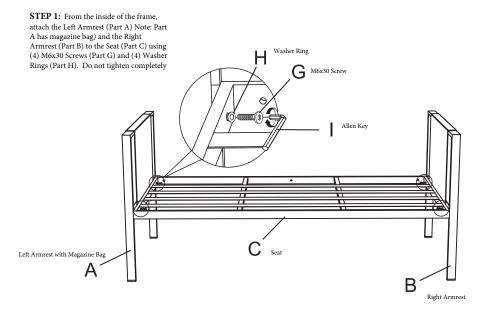
PARTS

Part	Image	Description	QTY	Part	Image	Description	QTY
A		Left Armrest	1x	F		Seat Cushion	1x
В		Right Armrest	1x	G		M6x30 Screw	9x
С		Seat	1x	н		Washer Ring	9x
D		Back	1x	ı		Allen Key	1x
E		Back Cushion	2x				

STEPS

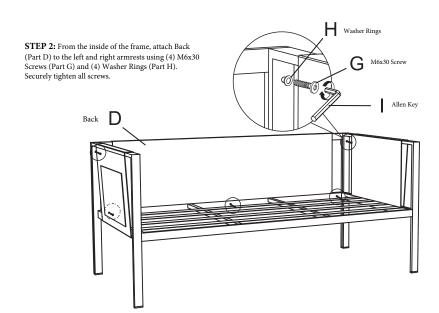
STEP 1 PARTS REQUIRED

Part	Image	Description	QTY
А		Left Armrest	1x
В		Right Armrest	1x
С		Seat	1x
G	(d)))))))))))	M6x30 Screw	4x
Н	0	Washer Ring	4x
-		Allen Key	1x



STEP 2 PARTS REQUIRED

Part	Image	Description	QTY
D		Back	1x
G	(d)))))))))))))	M6x30 Screw	5x
Н	0	Washer Ring	5x
I		Allen Key	1x



STEP 3 PARTS REQUIRED

Part	Image	Description	QTY
Е		Back Cushion	2x
F		Seat Cushion	1x

STEP 3: Add Seat Cushion (Part F) then add both Back Cushions (Part E)

