NOTICE

- * Please make sure that you have all parts indicated before you begin assembly of this item
- * This item should be assembled on a soft surface to prevent scratching the finish during assembly
- * This item may require periodic tightening.
- * If you are having difficulty, our friendly Customer Care team is always here to help. Please email customersupport@safavieh.com

PREPARATION

* Before beginning assembly of product, make sure all parts are present. Compare parts with package contents list and hardware contents list.

If any part is missing or damaged, do not attempt to assemble the product.

Estimated Assembly Time: 5 minutes.

CARE AND MAINTENANCE

INDOOR METAL/ALUMINUMFURNITURE: Wipe spills immediately. Maintain with regular dusting and clean with mild soap and water, dry thoroughly and do not use a brass cleaner. Adhesive felt pads should always beused/applied in order to prevent damage to the furniture or surfaces on which the furniture is placed.

GLASS AND MIRROR CARE: Dust with a soft, dry cloth. Do not use abrasive cleaner. To clean mirror, spray a small amount of glass cleaner onto a lint-free cloth and wipe mirror clean.



Part List and Hardware List

| PIECE | DESCRIPTION | PICTURE | QUANTITY |
|-------|--------------------------------|--|----------|
| A | Body | and the second s | 1X1 |
| В | Glass | 9 | 1X1 |
| С | Rubber | 0 | 1X2 |
| D | Top Nut (D-45 mm X H-32 mm) | | 1X1 |

 \triangle warning \triangle

Weight Capacity -30 LBS Warning : Do not stand on Table Warning : Do not over torque bolts.

SAFAVIEH FURNITURF

Model# ACC4600B Product Dimensions: 10.5"W X14.5" D X 27" H

PREPARATION

* Before beginning assembly of product, make sure all parts are present. Compare parts with package contents list

and hardware contents list.

*If any part is missing or damaged, do not attempt to assemble the product.

*Estimated Assembly Time: 5 minutes.

* If you are having difficulty, our friendly Customer Care team is always here to help. Please email customersupport@safavieh.com



