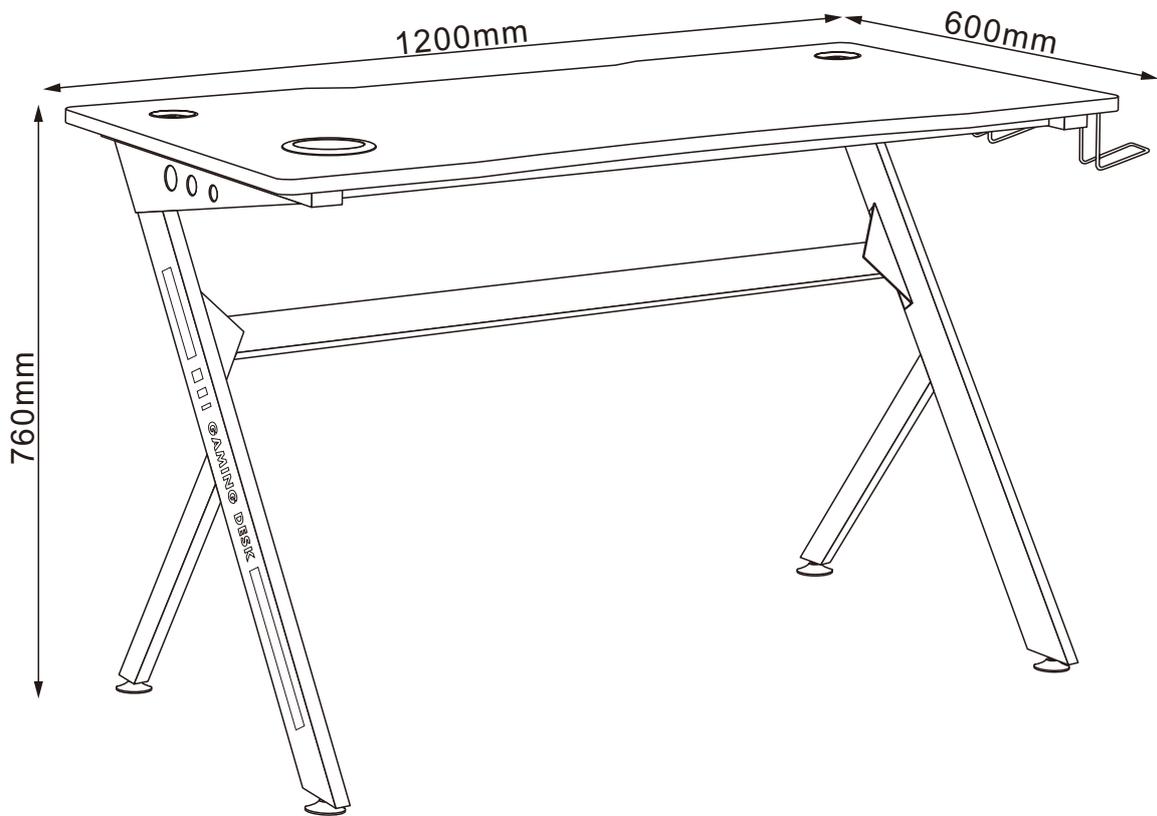


# ASSEMBLY INSTRUCTION

KALUNDBORG

GAMING TABLE

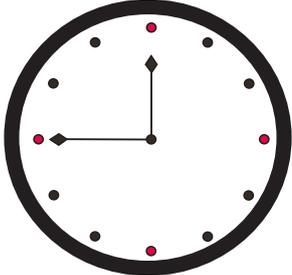
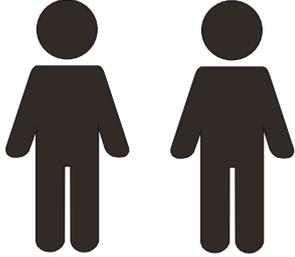
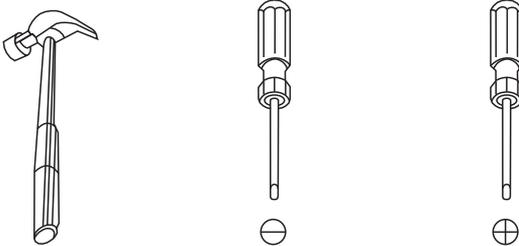
ITEM CODE 70446



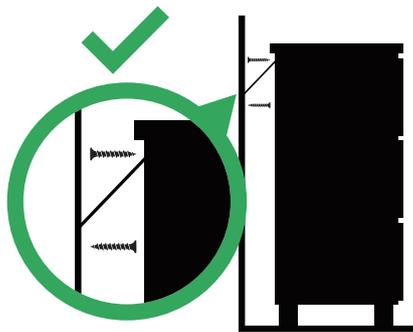
## PRE-ASSEMBLY PREPARATION

### Before you start:

1. Choose a clean, level, spacious assembly area. Avoid hard surfaces that may damage the product
2. Take care when lifting. Product should be assembled as near as possible to the point of use
3. Ensure that you have all required contents for complete assembly
4. Always read the assembly instructions carefully before beginning assembly.
5. Keep all hardware parts and packaging out of reach of small children.
6. Do not over tighten the screws and bolts as this may damage the threads

		
Allow 45min	For 2 person	Additional tools required

## **WARNING**



### **Children have died from furniture tipover.**

- ALWAYS secure it with an anchor device.
- NEVER allow children to stand, climb or hang on drawers, doors, or shelves.
- NEVER open more than one drawer at a time.
- Place heavy items down low

**NEVER put a TV on this furniture**



**This is a permanent label.  
Do not remove!**

## SAFETY BRACKETS INSTRUCTIONS

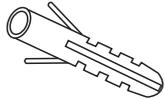
This furniture poses a tipping risk and as such must be secured to a wall using the provided tipping kit.

1. Attach one Mounting Plate to the wall with the Large Screws. Make sure to attach the Mounting Plate into a stud. If mounting into brick or masonry you will need to acquire wall anchors. Please enquire with your local hardware supplier for appropriate fixings.
2. Attach the second Mounting Plate to the furniture frame with the Short Screws.
3. Move the furniture to its final position. Thread a Wall Strap through the both Mounting Plates and tighten until snug. Do not over tighten.
4. Make sure that the Mounting Plates are firmly attached to the wall and furniture and that the Wall Strap is snug.

### HARDWARE



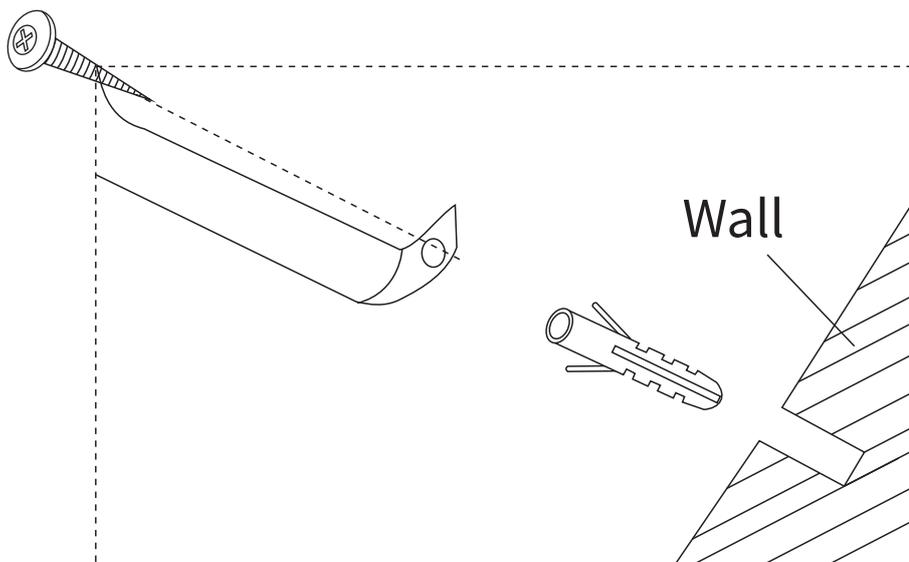
2pcs



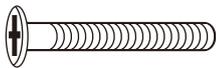
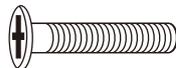
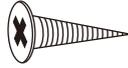
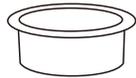
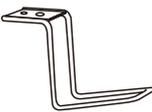
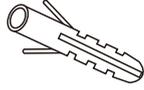
2pcs



2pcs

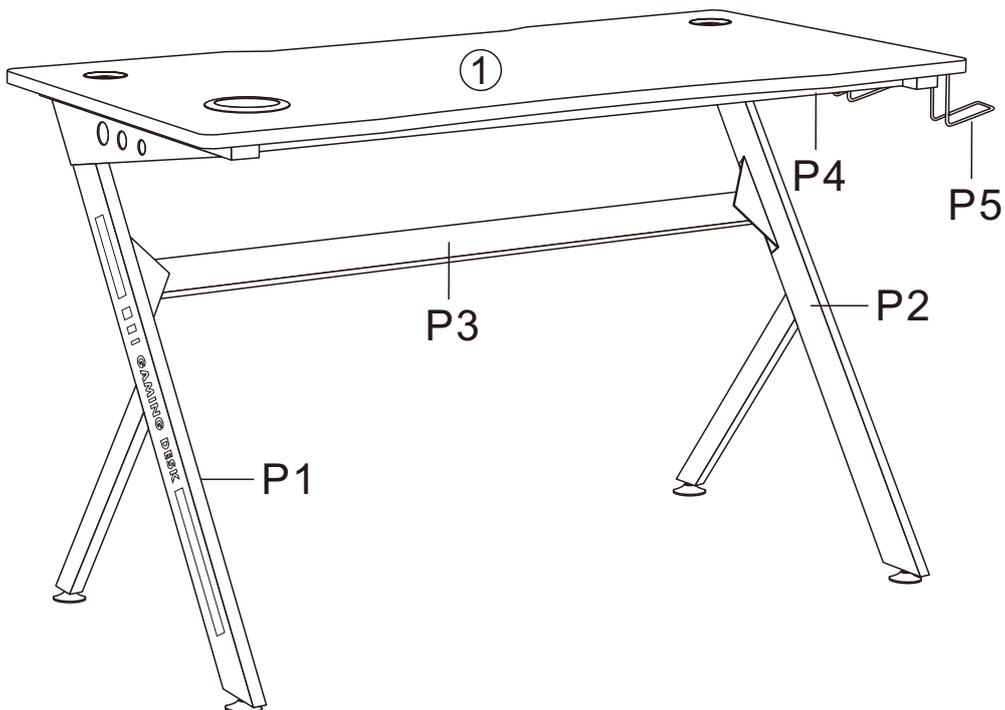


# PARTS LIST

<p><b>A</b></p>  <p>M6X60 mm 4pcs</p>	<p><b>B</b></p>  <p>M6X30 mm 8pcs</p>	<p><b>C</b></p>  <p>M6X12mm 6pcs</p>	<p><b>D</b></p>  <p>ST3.5X14mm 4pcs</p>	<p><b>E</b></p>  <p>2pcs</p>
<p><b>F</b></p>  <p>1pc</p>	<p><b>G</b></p>  <p>2pcs</p>	<p><b>H</b></p>  <p>4pcs</p>	<p><b>I</b></p>  <p>ST4X25mm 2pcs</p>	<p><b>J</b></p>  <p>2pcs</p>
<p><b>K</b></p>  <p>2pcs</p>				

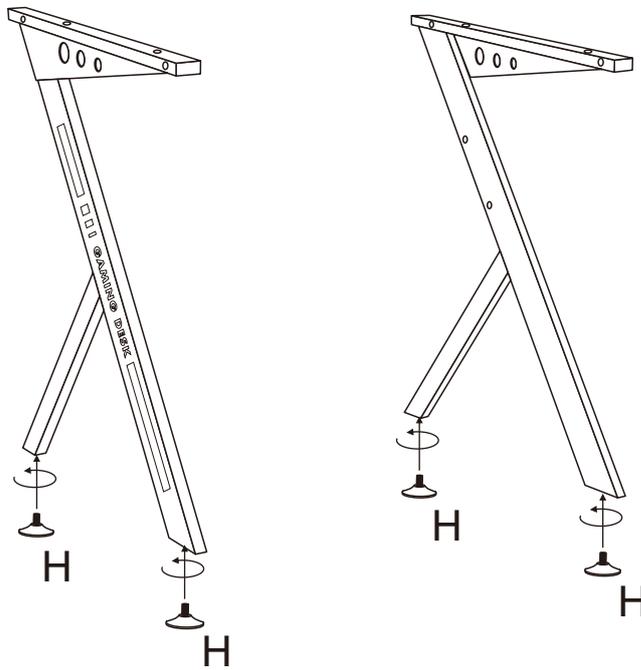
<b>1</b>	Desktop panel
<b>P1</b>	Left Frame
<b>P2</b>	Right Frame
<b>P3</b>	Connection Pipe

<b>P4</b>	Support Pipe
<b>P5</b>	Rack



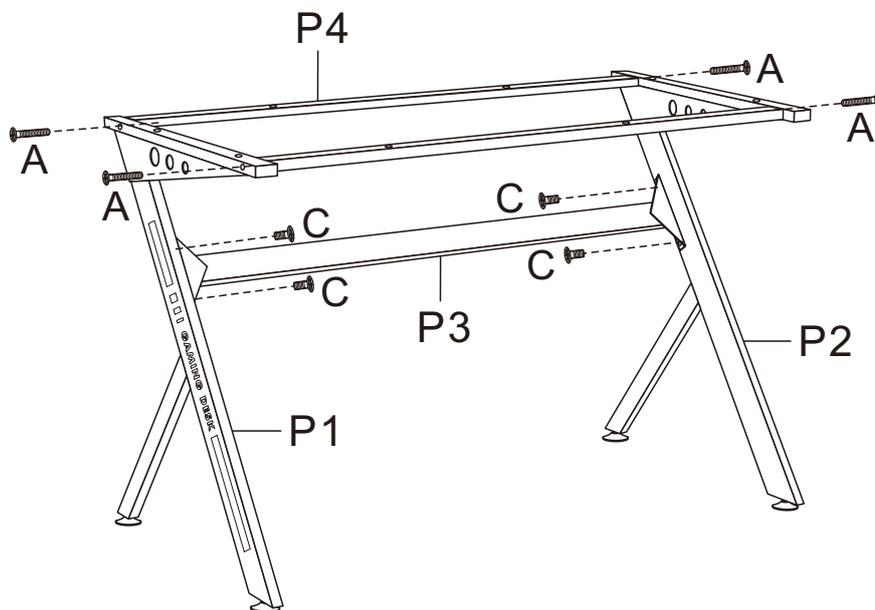
# STEP 1:

Insert the fitting H into the P1 and P2.



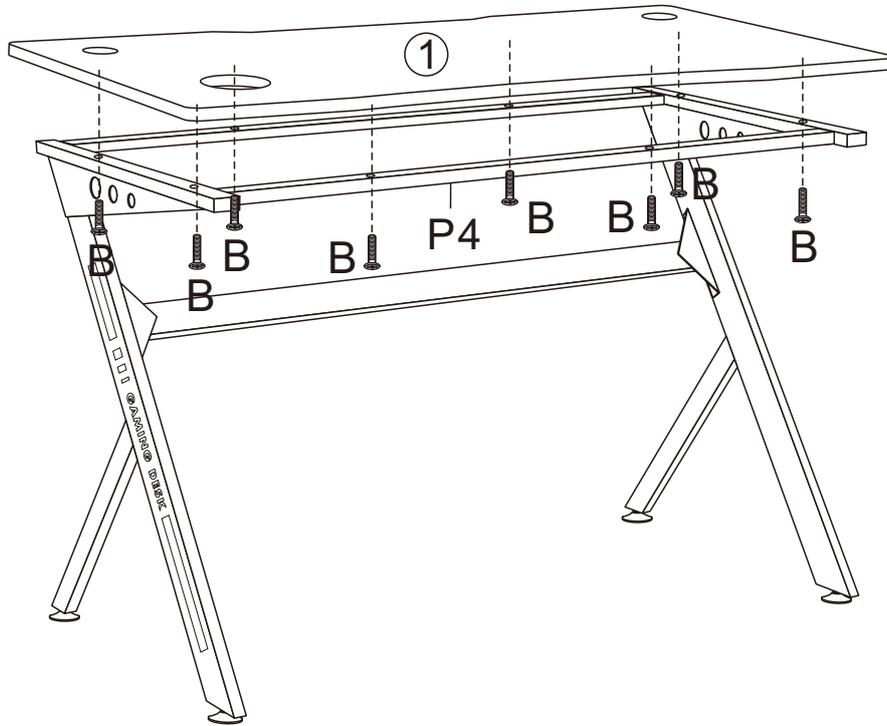
# STEP 2:

1. Assemble the P3 to P1 and P2 with fitting C.
2. Then assemble the P4 with P1 and P2 with fitting A.



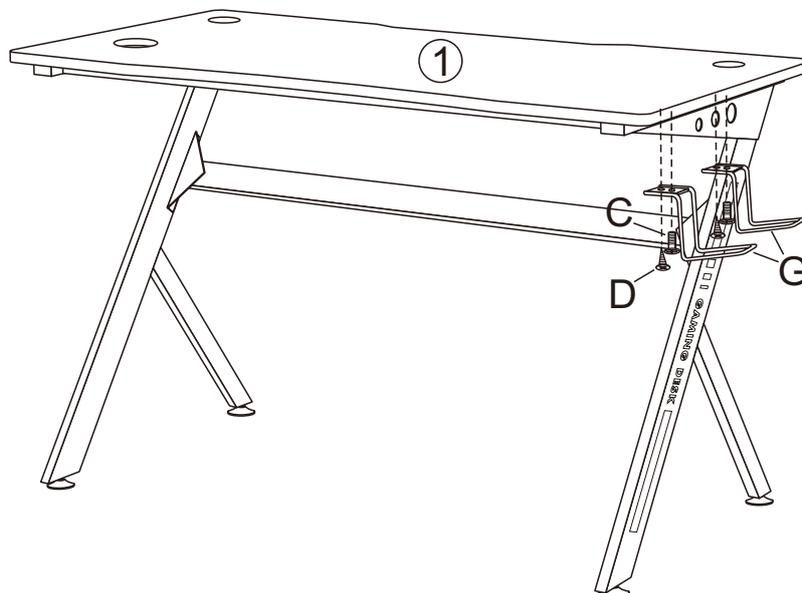
## STEP 3:

Assemble the Panel 1 onto the metal frame with fitting B.



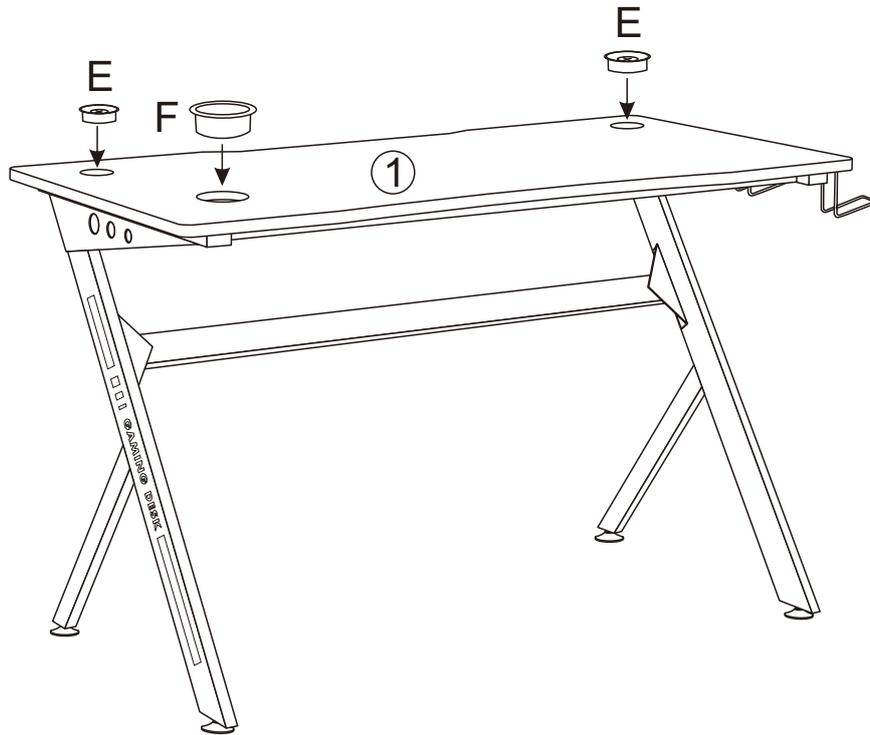
## STEP 4:

Install the rack G at right side of the desktop with fitting C and D.



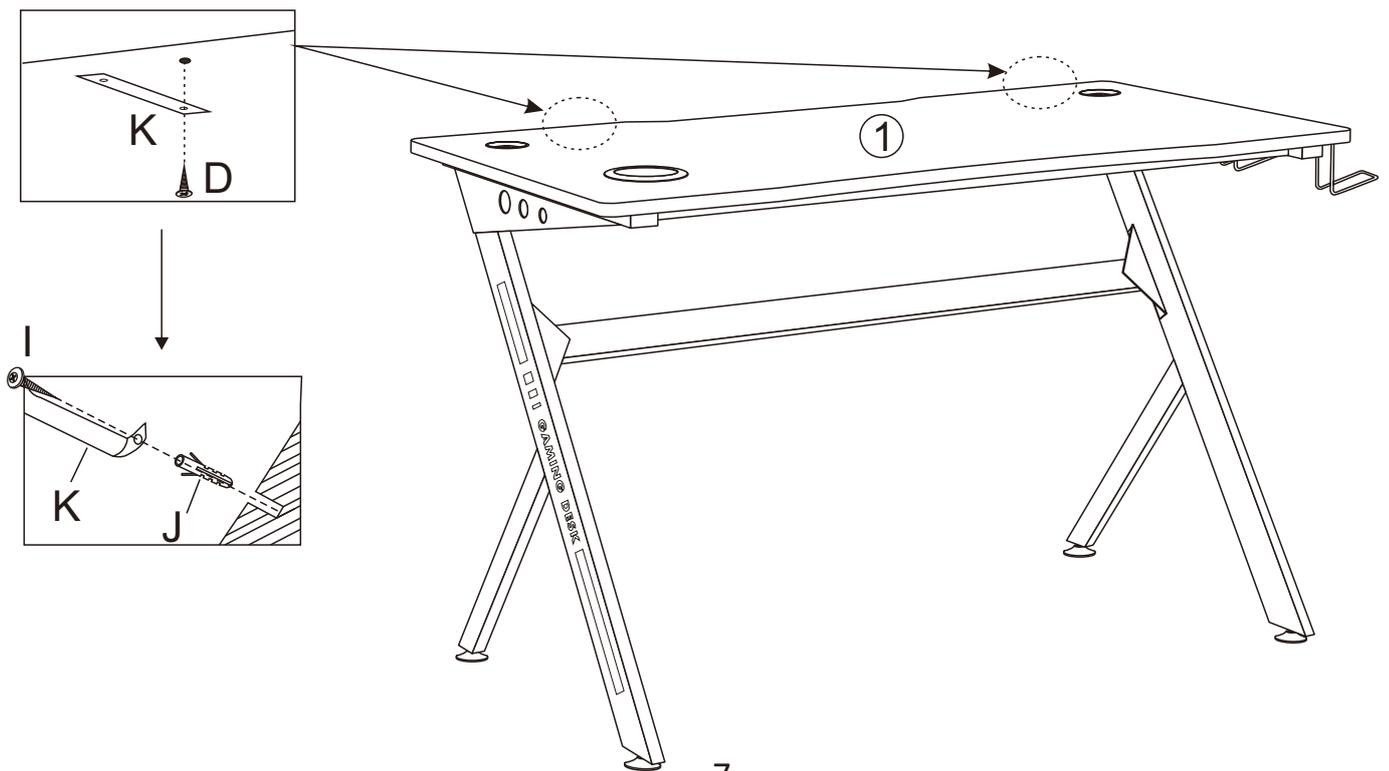
## STEP 5:

Put the fitting E and F accordingly as the below picture.



## STEP 6:

1. Install the belt K onto the desktop with fitting D.
2. Insert the fitting J into the wall, and connect it with the belt by fitting I.



# STEP 7:

Assembly complete!



## **To protect your furniture, we suggest the following:**

- Avoid placing your furniture in direct sunlight.
- Do not place furniture directly under windows.
- Do not place sharp materials (knife, fork, etc.) directly onto your furniture as sharp material may scrape and damage the finish.
- Do not place material with high temperature directly onto the surface of your furniture.
- Clean up spills quickly. Water left over a prolonged period of time may cause damage. Alcohol, perfume, nail polishes, aftershave and some medication may cause severe finish damage if not cleaned immediately.
- Use a clean, soft, dry, lint free absorbent cloth to clean your furniture. Do not use any detergent as they may contain ingredients that may react and damage the finish.

**NOTE:** If the above care advise is not adhered to your product warranty may become void