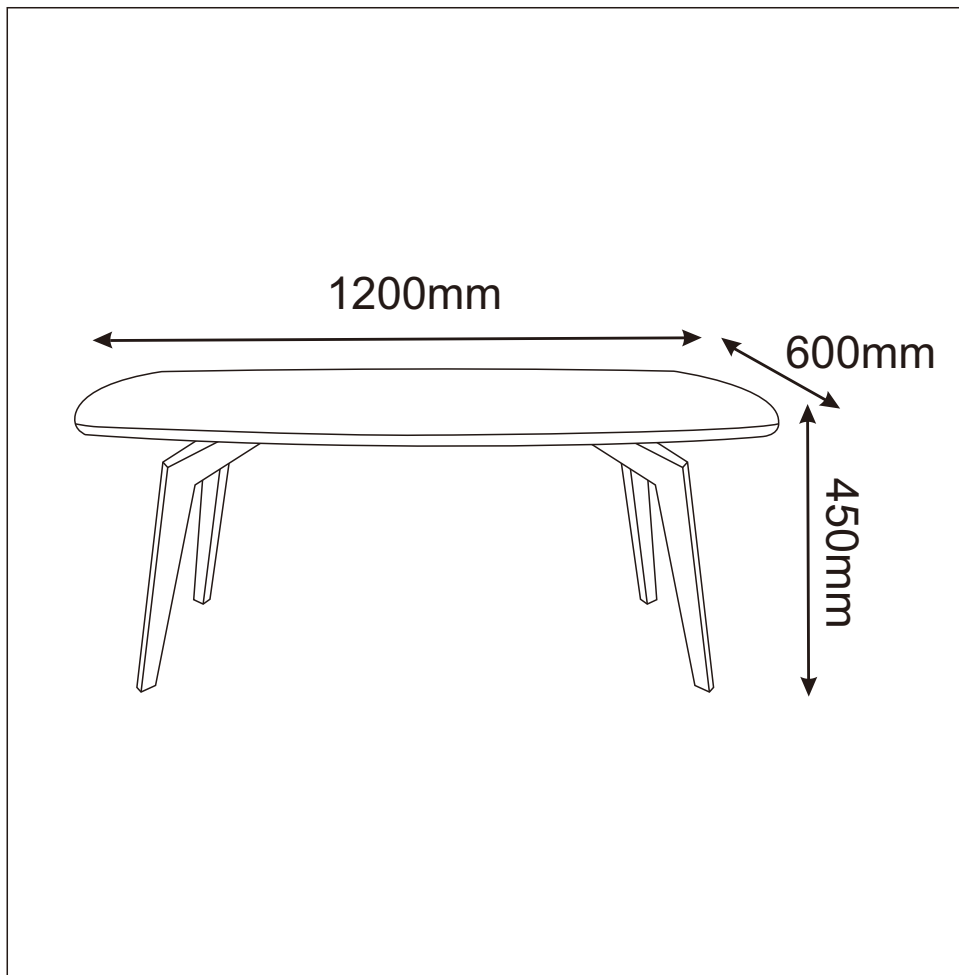


ASSEMBLY INSTRUCTION
ROACH
COFFEE TABLE
ITEM CODE 85791



Imported by JWA Furniture Pty Ltd, Qld, Brisbane Australia.

For any assistance with assembly or for missing parts please refer to your receipt

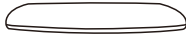
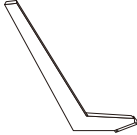
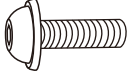

PRE-ASSEMBLY PREPARATION

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

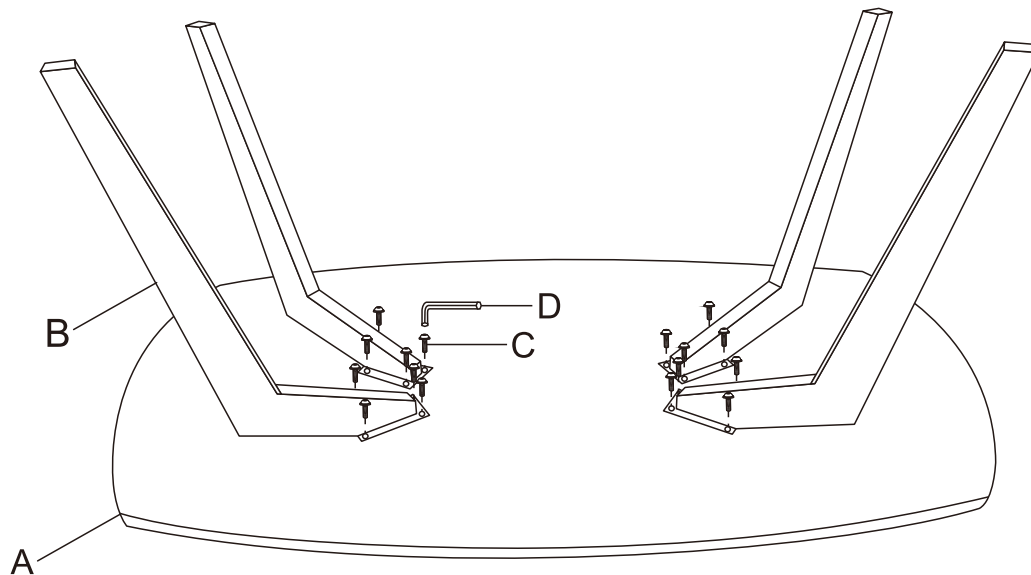
| | | |
|---|---|---|
|  |  |  |
| Allow 10 min | For 2 people | Additional tools required |

PARTS LIST

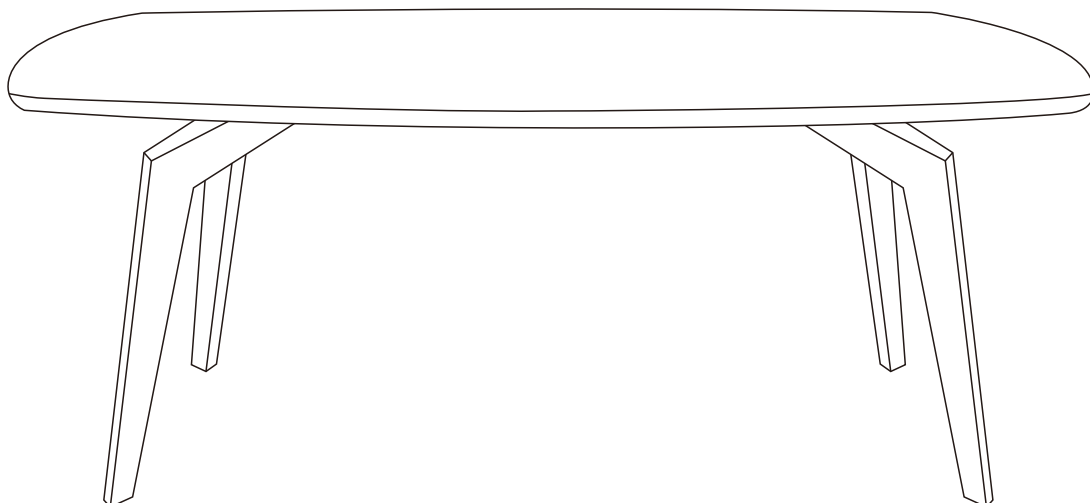
| A | B | C | D |
|---|---|---|--|
|  |  |  8x20mm |  M6 |
| 1 | 4 | 16 | 1 |

STEP 1:

- Turn over the table top (A) on a protected surface
- Put the table leg (B) on the top, tighten the screw (C) with Allen (D)



ASSEMBLY IS 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