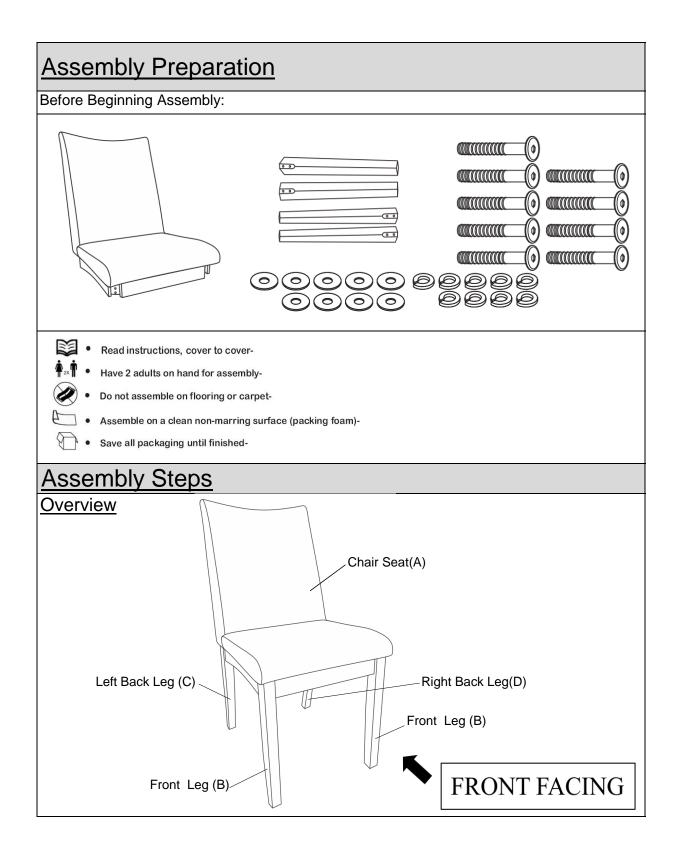
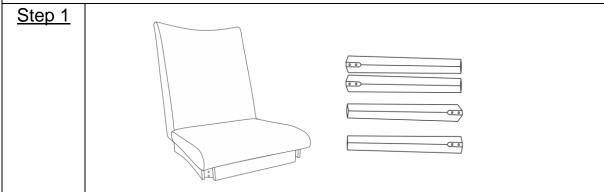


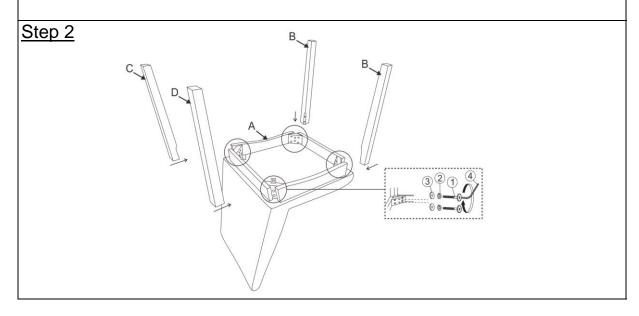
| Part List | | | |
|-----------|---------|----------------|-----|
| Label | Picture | Description | QTY |
| А | | Chair Seat | 1 |
| В | 3-3D | Front Leg | 2 |
| С | | Left Back Leg | 1 |
| D | | Right Back Leg | 1 |
| Hardware | | | |
| Label | Picture | Description | QTY |
| 1 | | Bolt (M6x60mm) | 9 |
| 2 | Ø | Spring Washer | 9 |
| 3 | \odot | Washer | 9 |
| 4 | | Allen Key | 1 |



This Chair has multiple parts and may require up to 30 minutes to assemble. To give you an overview of the Chair parts, the above picture is provided to help you put the various parts into perspective. Please read through the instructions below to familiarise yourself with the parts and steps before assembly.



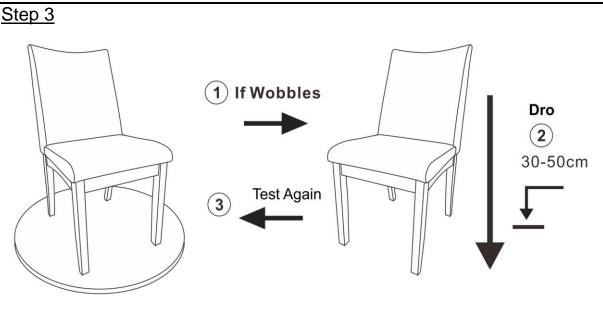
Place the Chair Seat(A), Front Leg(B), Left Back Leg(C) and Right Back Leg(D) onto a clean, non-marring surface.



Attach Front Leg(B), Left Back Leg(C) and Right Back Leg(D) to Chair Seat(A) using Bolts(1), Spring Washer((2)), Flat Washer((3)) and Allen Key((4)).

Note: Attach Left & Right Back Leg following labelled sticker.





Place the Chair on a Level Surface to check if it wobbles.

If it wobbles, lift the Chair up some 30cm to 50cm from the ground, keep your feet and toes well away from the drop zone, and drop the Chair freely and vertically with the four legs, hitting the ground at the same time.

This Drop Test will help ensure that all parts and gaps reach full alignment. Test again for evenness on a Level Surface.

If no wobbles are found, proceed to tighten all the Bolts.

When tightening the Bolts, tighten sequentially.

Do not tighten any Bolt fully and then move on to the next one, as this could cause the frame to warp. Rather in a sequential manner, gradually tighten each Bolt until all are evenly secured. This methodology will ensure maximum evenness once all Bolts are fully tightened.

If the Chair still wobbles, loosen the Bolts and execute the same drop test, then proceed to tighten the bolts again in a sequential manner.

