

# URBAN LOFT BED

## FULL/QUEEN SIZE

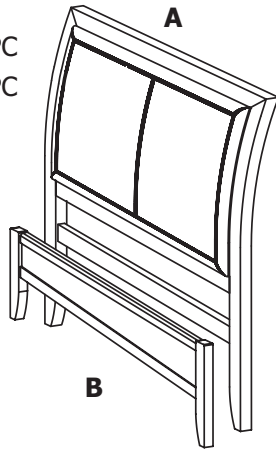
### ASSEMBLY INSTRUCTIONS



#### PARTS AND FITTING PACKAGING DETAIL

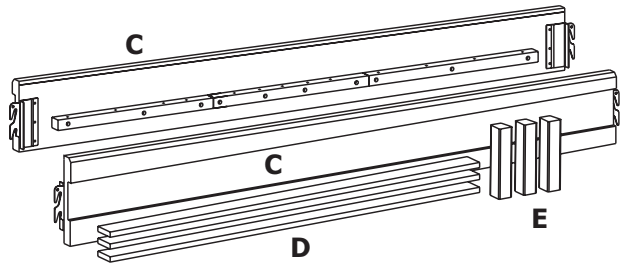
#### BOX #1

- A. HEADBOARD 1 PC
- B. FOOTBOARD 1 PC

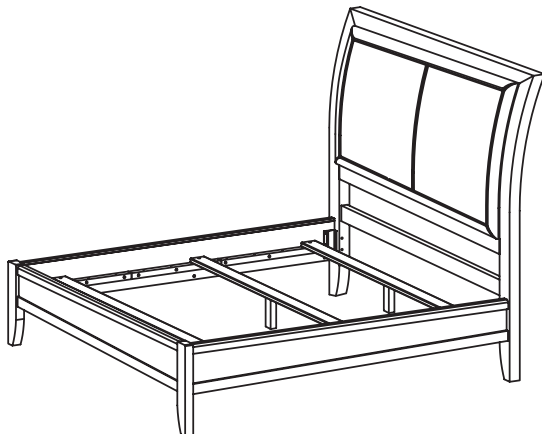


#### BOX #2

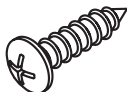

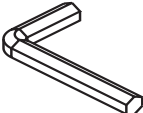
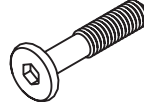
- C. SIDERAILS 2 PCS
- D. BED SLATS 3 PCS
- E. LEG SUPPORT 3 PCS
- HARDWARE BOX



#### URBAN LOFT BED ASSEMBLED

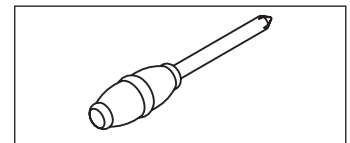


#### HARDWARE PACKED IN BOX #2

1	ROUND HEAD SCREW 15MM	12 PCS	2	WOOD SCREW Ø8X30MM	6 PCS
					
3	ALLEN KEY	1 PC	4	ALLEN BOLT 40MM	3 PCS
					

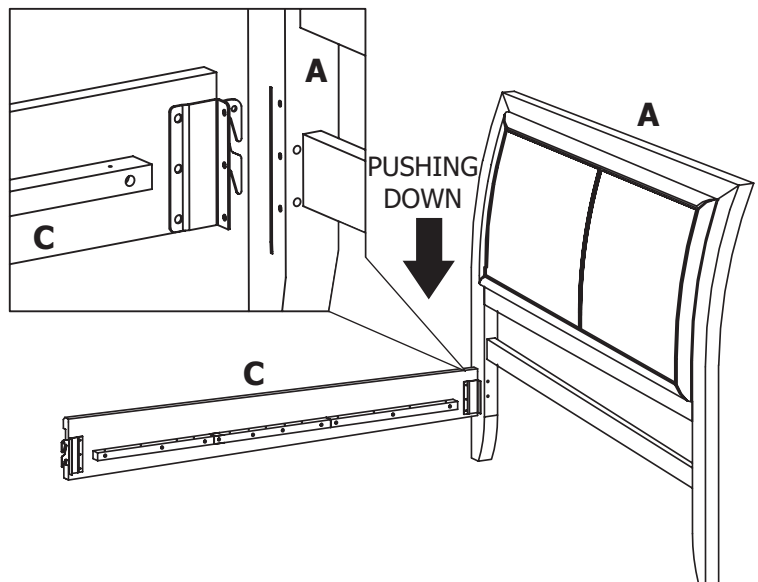
**YOUR BOX  
MAY CONTAIN  
EXTRA HARDWARE**

**TOOL REQUIRED :**  
PHILLIPS HEAD SCREW  
DRIVER (NOT PROVIDED)



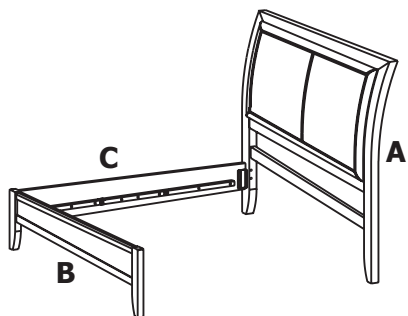
#### STEP 1 :

FIX ONE OF THE SIDERAILS (C) TO THE HEADBOARD (A) BY SLIDING IN THE HOOK INSTALLED AT THE END OF THE SIDERAIL (C) TO THE HEADBOARD (A), AND PUSH DOWN THE SIDERAIL (C) TO SECURE THE CONNECTION.

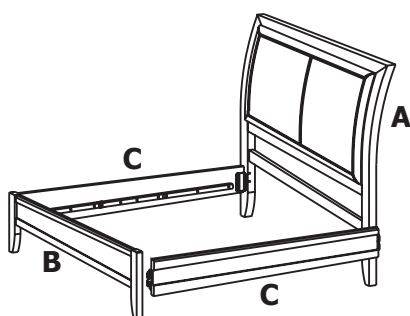


**STEP 2 :**

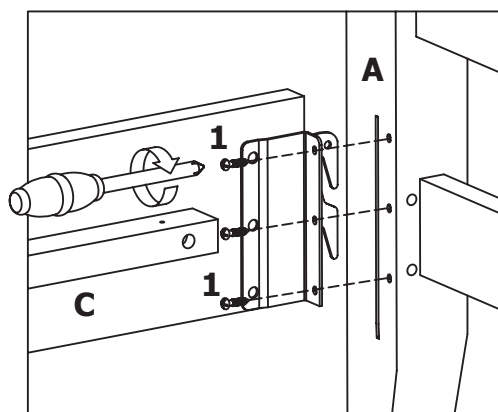
FIX THE OTHER END OF THE SIDERAIL (C) TO THE FOOTBOARD (B).

**STEP 3 :**

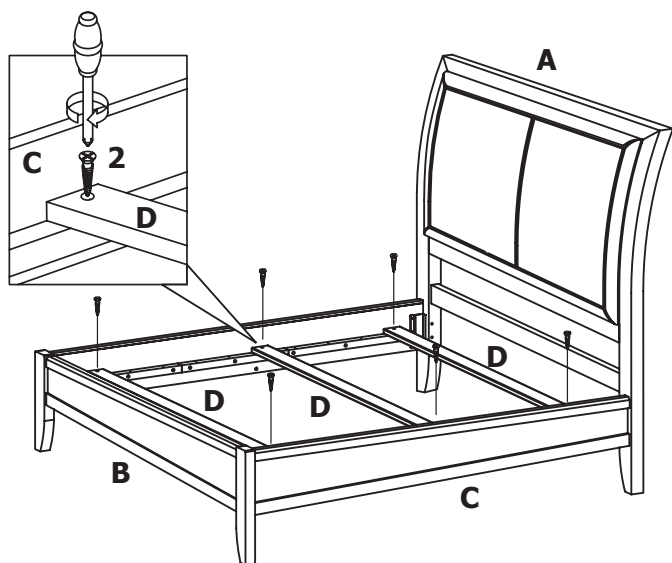
FIX THE OTHER SIDERAIL (C) TO THE HEADBOARD (A) AND FOOTBOARD (B).

**STEP 4 :**

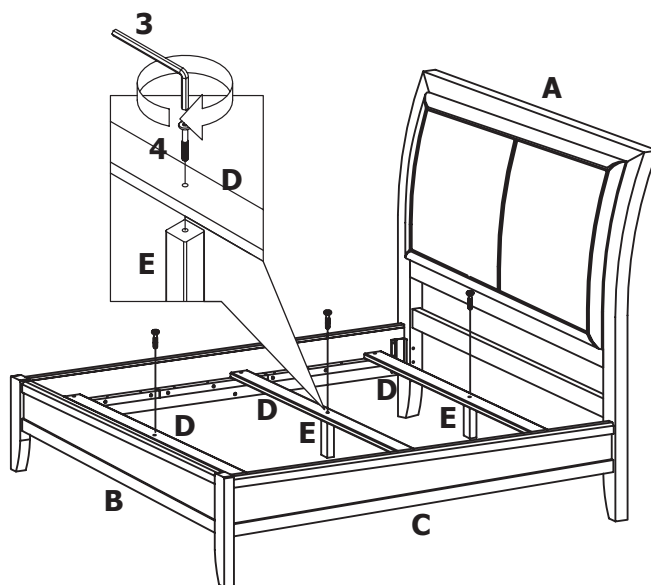
SECURE BOTH SIDERAILS (C) TO THE HEADBOARD (A) AND FOOTBOARD (B) USING ROUND HEAD SCREWS (1) AS SHOWN IN THE ILLUSTRATION.

**STEP 5 :**

FOLLOW THE ILLUSTRATION TO PLACE THREE BED SLATS (D) ON THE BED FRAME AND SECURE THE BED SLATS (D) USING WOOD SCREWS (2). USE THE PILOT HOLES ON THE SIDERAILS (C) AS YOUR REFERENCE FOR EASY ASSEMBLY.

**STEP 6 :**

FOLLOW THE ILLUSTRATION TO FIX THE LEG SUPPORT (E) TO BED SLATS (D) USING ALLEN BOLTS (4). USE ALLEN KEY (3) TO TIGHTEN THE BOLTS. MAKE SURE ALL BOLTS AND SCREWS ARE TIGHTENED BEFORE USING.

**INSTRUCTIONS FOR ADJUSTING LEVELERS:**

THE LEVELERS ARE LOCATED ON THE UNDERSIDE OF EACH OF THE LEG SUPPORTS. PLEASE ADJUST THE LEVELERS BY FOLLOWING THESE INSTRUCTIONS.

- 1** MAKE SURE THE LEVELERS ARE FLUSH WITH THE BOTTOM EDGE OF THE POSTS
- 2** ADJUST THE LEVELERS BY TURNING UNTIL THE LEG SUPPORTS MATCH EACH OTHER IN HEIGHT

