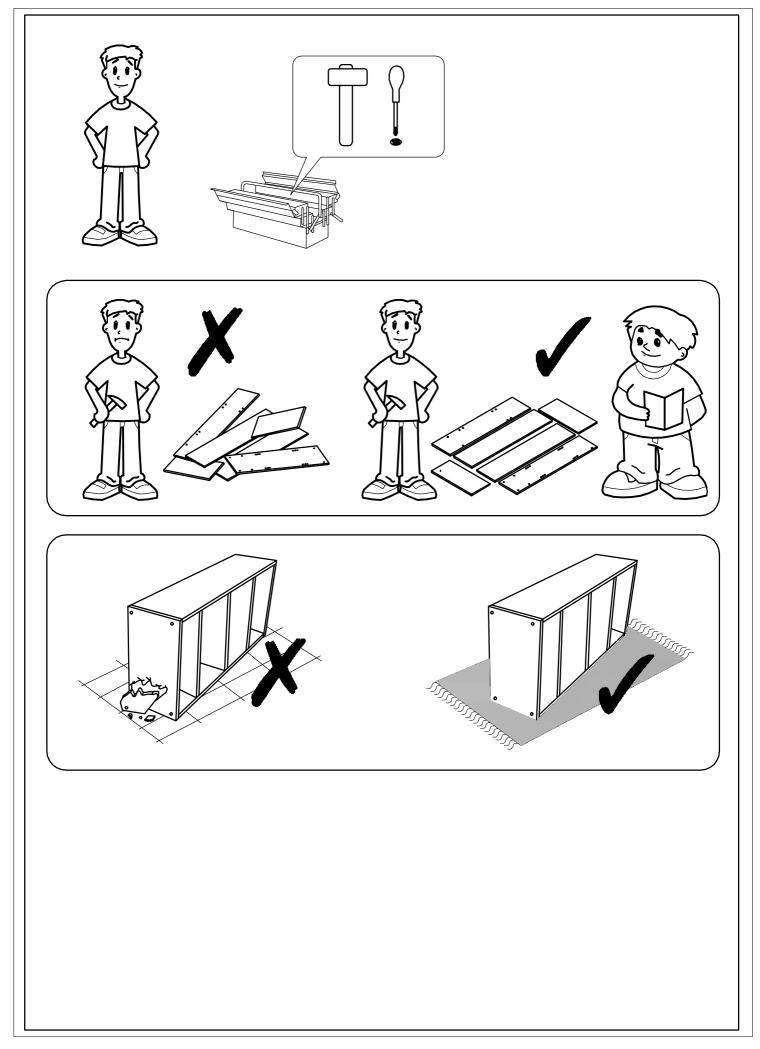
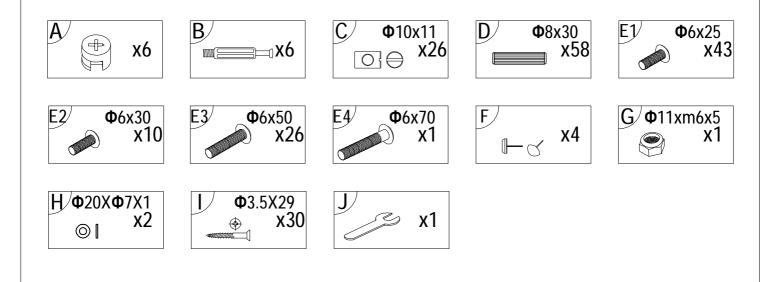
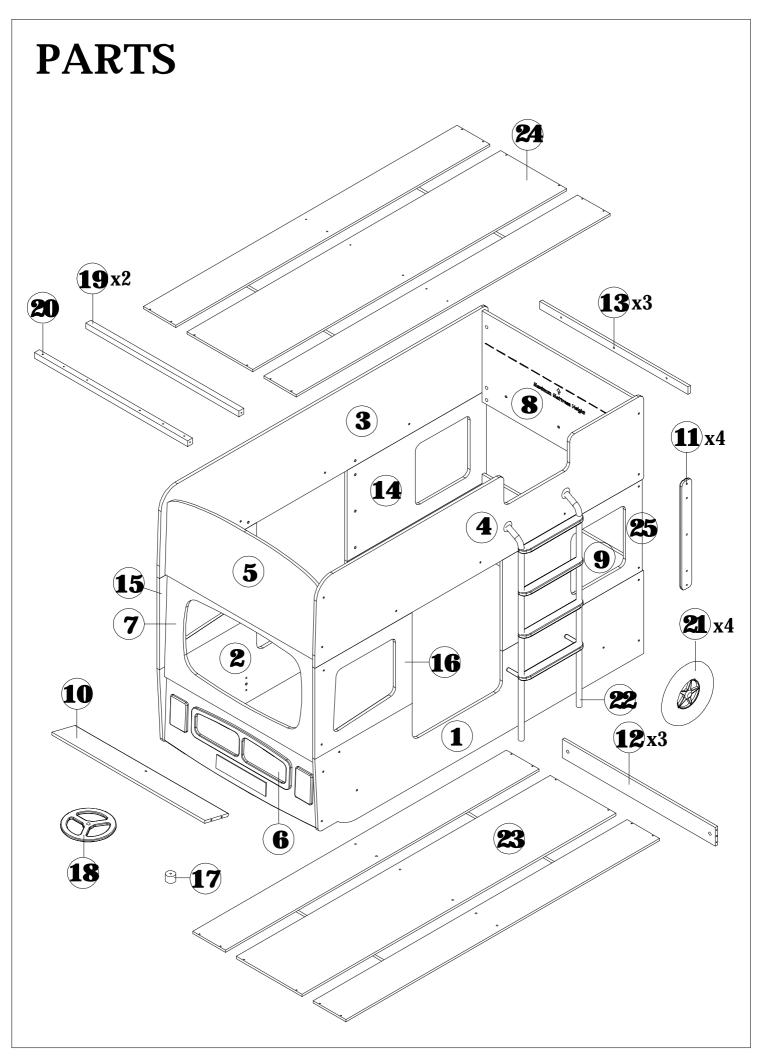
IMPORTANT - READ CAREFULLY - RETAIN FOR FUTURE REFERENCE

Assembly Instructions



HARDWARE





Safety Advice

WARNING: This bunk is intended for use by children only, with a maximum recommended weight of 75 Kg.

Please take the time to carefully read through the whole of these instructions before you commence.

Keep these instructions for future reference.

Unpack, inspect and check off all of the contents.

Please dispose of all packaging safely.

Small component parts could choke a child if swallowed.

We strongly recommend that you keep children well away from the work area.

It would be sensible to lay a sheet or blanket on the floor where you intend to work to avoid scratching this product and to protect your floor.

This product is heavy. Take extreme care when lifting to avoid personal injury or damage to the product.

Assemble the product as close to its intended final position in the room as possible. Please check the contents of the boxes before attempting to assemble this product. A full checklist of parts and fittings is given in pages 3 and 4 of this instruction leaflet.

HANDY HINT: If you keep the hardware in a bowl during assembly you will be less likely to lose them.

Important Information

99.6m

Tighten firmly all the fittings when the assembly is complete. The bed base is an integral and indissociable part of the bed.

WARNING: High beds and the upper bed of bunk beds are not suitable for children under six years due to the risk of injury through falls.

It is not safe to use this product if any part of the structure is missing or broken.

Children could strangle themselves with articles, such as ropes, strings, cords,

harnesses and belts attached to, or hung on this product.

WARNING: Children can become trapped between the bed and the wall. To avoid risk of serious injury the distance between the top safety barrier and the wall shall not exceed 75 mm or shall be more than 230 mm.

The largest size of mattress : 190 x 91 x 19 cm.

