Please read these instructions carefully before assembling.



INSTRUCTION MANUAL

Aluminium firepit table

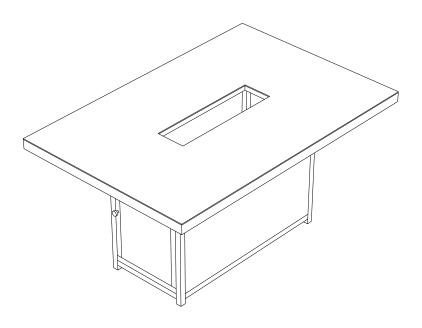
ALU-FPT-CH

Assembly Requirements:

Number of people required to assemble – 2 Approximate assembly time – 10 minutes

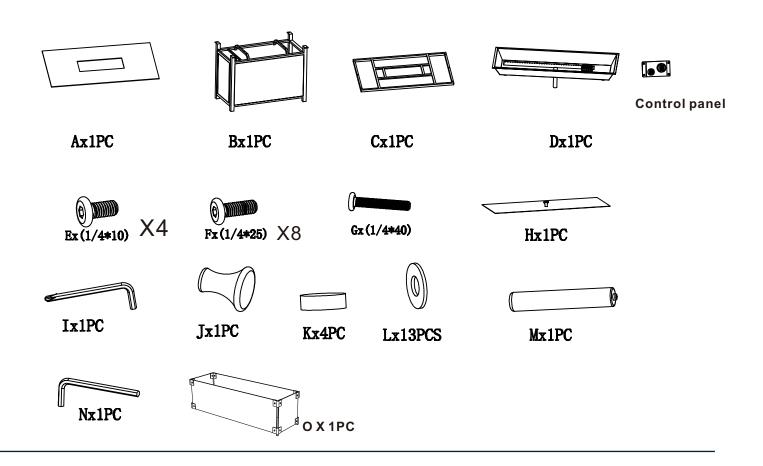
Dimension

160X80cm



COMPONENT PARTS

Please check if you have all the parts as listed below. Note: The quantities below are the correct amount to complete the assembly. In some cases more fittings may be supplied than are required.



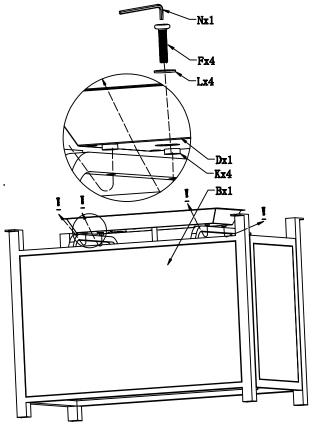
ASSEMBLY INSTRUCTIONS

STEP 1

Ensure the top frame and base are at correct position, assemble it with bolts F and washers L. Leave finget tight

STEP 2

Ensure the burner system D and the frame are at correct position, assemble the bolts F, washers L and washers K with Allen key N. Tighten it after all parts are correct.

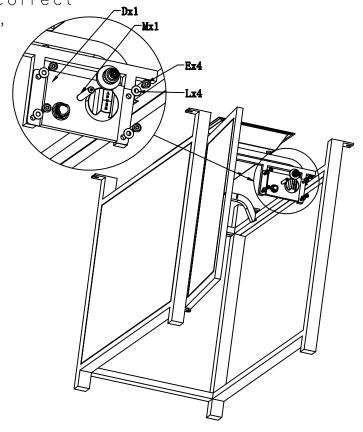


STEP 3

Ensure the control panel D is at correct

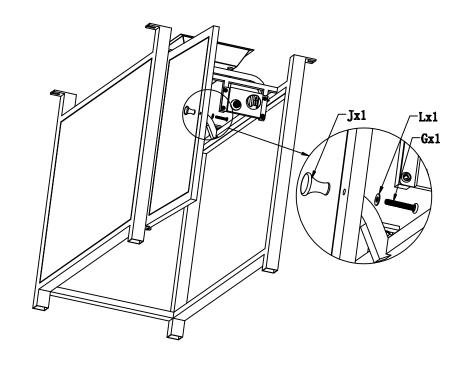
position, assemble it with bolts E, washers and battery M. Tighten

it after all parts are correct.



STEP 4

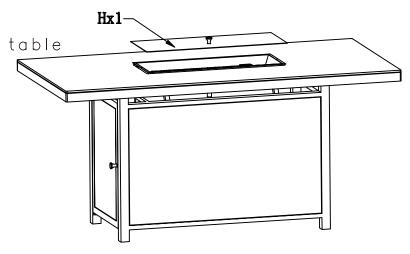
Ensure the handle J is at correct position, assemble it with bolts G and washer L. Tighten it



Last step: Put the firestones in Burner

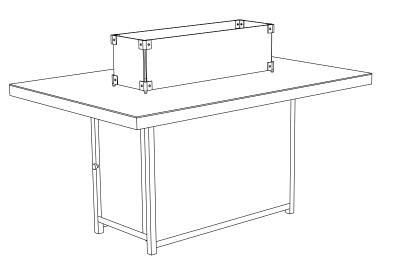
STEP 5

Put the glass A onto the table, put the firestones into the burner system D, Cover the burner with H



STEP 6

Put the glass screen O onto the glass in the process of use.



Safety and Care Advice

KEEPING OOUTDOOR FABRIC LOOKING ITS BEST IS SIMPLE AND EASY.

- Use a sponge or soft brush to apply mild soap and warm water to the fabric.
- Rinse thoroughly.
- Air dry.

FOR STUBBORN STAINS OR MILDEW:

- Add one cup of bleach per gallon of soap and water.
- Apply directly to the stain.
- Use a sponge or soft brush to clean.
- Rinse thoroughly.
- Air dry.
- If necessary, repeat with additional bleach.

Always rinse thoroughly. Bleach won't harm the fabric, but it could damage clothing if not rinsed away.

All-Weather fabric air dries very quickly. Machine drying is unnecessary and high heat may damage the fabric.

