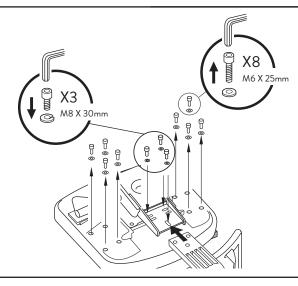
# **DESKY**

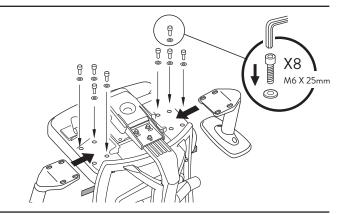


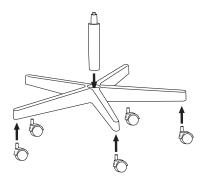
#### Step 1

Flip both base and back suport upside down. Slide back pannel into position and use supplied screws to firmly secure as pictured.

#### Step 2

Proceed to secure both arm rests in position by using 4x M6 bolts on each arm.



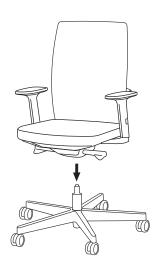


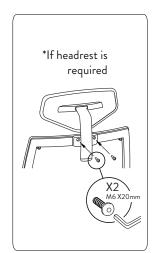
#### Step 3

Insert each of the casters into each corresponding leg of the base. Once completed, insert the cylinder into the base.

### Step 4

Align the base with the bottom of the chair and affix into position.







## Elite Ergonomic Chair User Instructions

Seat Height Adjustable

Flip up lever on right side to raise or lower seat. Adjust so that your feet are supported adequately on the floor.

Multi-Position Tilt Lock

Recline to desired position, and turn lever anti-clockwise to lock. Turn lever clockwise to release tilt-lock.

Armrest Height

Press the button and raise or lower the armrest. Adjust height to adequately support elbows to take strain off of shoulders.

Armpad Angle

Grasp armpads and rotate them inwards or outwards to adjust elbow support to suit spectific tasks. An inward position works during keyboard use, while an outward position is recommended during mousing.

Armrest Depth

Grasp armpads and push them forwards and backwards to suit your arm support.

Seat Depth Adjustment

Pull the lever under the right-side of the seat to adjust positioning.

Lumbar Depth

Turn knobs on either side of back-frame to adjust depth of lumbar support cushion. A slack mesh back is normal and may be tensioned by adjusting the cusion forwards.

Backrest Height

Hold backrest by both sides and pull up, one step at a time to desired height. To lower backrest, pull it up until maximum height and then return to lowest height in order to start again. Adjust height so that the backrest curvature follows the curve of your back.

Headrest Height (Only Applicable when positioned)

Adjust height by holding both sides of headrest and pull up or down to your desired height.

