



Hello.

Congratulations on purchasing your new Ergotec ET-100.

At Ergotec, we understand every body is different and have carefully designed our massage chair with that in mind. But enough about us, this is about you. Learning how to use your new chair is simple (we designed it that way).

So let's get started.

Assembly Instructions

Open the box and take the chair out. Collect all the accessories and put them outside.



Get rid off the cable tie to release the power cord. Then unfold the backrest.



1

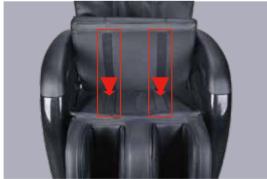
Attach the backrest pad. Zip the zipper on the top of the backrest. Make sure Velcros aligned together. Connect the heater wire. Then attach the pillow.



2

Attach the seat pad. Connect the air hose. Make sure Velcros aligned together.





Get rid of packing material of the remote. Connect the chair to a power supply .Turn on the power switch. Now your massage chair is ready to go!



3





Service And Technical Support

Consumers may contact Cozzia's customer service department at 1-877-977-0656 between 9:00 am and 5:00 pm PST, Monday through Friday or email us at Service@cozziausa.com for warranty or service issues.

Consumers are required to provide the unit serial number and dated proof of purchase (sales receipt) when they contact the Cozzia service department regarding a repair.

A Cozzia customer service representative will attend to most consumer inquiries, but in some cases a technical service specialist will provide advanced support.

Non-warranty repair is provided on a "per incident" basis. Cozzia customer service will verify that the unit has failed and provide instructions for repairing a unit. All applicable repairs, parts, shipping, handling, local tax and a "per incident" fee will be charged for non-warranty repairs and support calls.

Proof of purchase (original receipt) is required for all warranty repairs or service.

FOR SUPPORT IN THE USA:

Get Help at www.cozziausa.com/support or Email: service@cozziausa.com
Monday-Friday 9:00am-5:00pm PST

1.877.977.0656