

WARRANTY & USER INSTRUCTIONS

WILD CUBE SOLUTIONS

1. Warranty Period

The manufacturer's warranty is valid for **12 months from the date of purchase**.

2. Scope of Warranty Coverage

The warranty covers **material and manufacturing defects** of the following components:

- CUBE-type modules
- Mounting beams and extensions
- Fastening straps

3. Weather Resistance and Proper Storage

The Wild Cube system is designed to withstand **typical weather conditions**.

However, to maintain:

- aesthetic appearance,
- long-term durability, and
- full functionality,

it is **recommended that during periods when the product is not in use**, it should be stored **under a roofed, open, and well-ventilated shelter**.

This recommendation aims to:

- prevent the formation of mold, algae, lichens, and other contaminants,
- preserve the **legibility of laser-engraved markings and details**.

4. Warranty Exclusions

The warranty does **not** cover damage resulting from:

- improper installation or use contrary to the instructions,
- exposure to extreme weather conditions,
- natural wear and tear of materials,
- **damage caused by bullet impacts or any other mechanical damage resulting from the use of firearms,**

- **mechanical damage resulting from normal use**, including scratches, abrasions, dents, or minor deformations occurring during operation.

5. Natural Material Processes

- Color fading of plywood elements due to environmental exposure is a **natural process** and does not constitute grounds for a warranty claim.
- Plywood panels may **slightly warp over time** due to changes in humidity and temperature. This is normal and remains within acceptable limits of material wear.

6. Warranty Claim Procedure

To submit a warranty claim:

1. Send your claim to: wildcubesolutions@gmail.com
2. Attach:
 - clear photos of the damage,
 - proof of purchase.

After verification, the manufacturer will propose one of the following solutions:

- repair of the product,
- replacement of the defective component,
- refund of costs.