

SHOWCASE™ Institute



Thank you for purchasing the H2O MOP. Prior to carrying it as part of our product line, the H2O Mop was put through extensive product testing by SHOWCASE. Our product testing team have put together this tip sheet to allow you to get the most out of your purchase. If you have any additional questions or concerns, please do not hesitate to contact your local Showcase store.

Product Uses

- The H2O Mop is designed to thoroughly clean floor surfaces, such as marble, ceramic, stone, linoleum, sealed hardwood floor and parquet. The infomercial makes claims about the mop's abilities to clean carpeted surfaces using the glider attachment. The H2O Mop steams the carpet helping to remove odors but it does not clean dirt or stains off carpeted surfaces.
- It's important to keep in mind that when you wish to dispense steam, that the trigger only needs to be pressed once, and you do not need to hold this trigger down. When you're finished steaming, simply press the trigger again, and this will stop the flow of steam.
- Treat your H2O Mop like a regular mop – you would not leave a damp mop on your floor, so when you're done with the H2O Mop, be sure to remove the cloth

cover and clean it, empty the water tank, and store everything in a safe place, where it will not be bumped or dropped, as this could damage your H2O Mop.

- Your H2O Mop is made with durable plastic, however, it is advised that you be gentle with it, and avoid dropping it. The handle locks into an upright position when not in use – be sure to use this function to ensure the longest life possible for your new H2O Mop.
- The heat of the steam allows you to clean surfaces without using soap or detergents. Using either of these could damage your H2O Mop, so to be sure to put nothing but tap, or distilled water into your H2O Mop. Please keep in mind that after using it, your floors will still be wet, and to use caution when walking on a freshly mopped floor.

We hope these tips are helpful to you, and that you enjoy your new H2O Mop.

Happy mopping!