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› SUNDERWELL Electric Hoverboard Model LBW12A User Manual

SUNDERWELL LBW12A

SUNDERWELL Electric Hoverboard User Manual

MODEL: LBW12A

1. Introduction

Thank you for choosing the SUNDERWELL Electric Hoverboard, Model LBW12A. This manual provides essential information for the safe operation, maintenance, and troubleshooting of your hoverboard. Please read this manual thoroughly before first use to ensure a safe and enjoyable experience.



Image 1.1: The SUNDERWELL Electric Hoverboard, Model LBW12A, featuring its chrome purple finish and illuminated LED wheels and body lights.

2. Safety Information

WARNING: Riding a hoverboard can be dangerous. Always wear appropriate safety gear, including a helmet, knee pads, and elbow pads. Adult supervision is recommended for younger riders.

- Always wear a helmet and protective gear.
- Do not ride under the influence of alcohol or drugs.
- Ensure the hoverboard is fully charged before each use.
- Do not exceed the maximum weight limit of 120 lbs (54 kg).
- Avoid riding on wet, uneven, or slippery surfaces.
- Maintain a safe distance from other people and obstacles.
- Follow all local traffic laws and regulations.



Image 2.1: A child demonstrating safe hoverboard use by wearing a helmet, knee pads, and elbow pads. The image highlights the maximum weight limit of 54 kg (120 lbs).

3. Product Overview

The SUNDERWELL Electric Hoverboard is designed for personal transportation and recreation. It features self-balancing technology, LED lights, and an integrated Bluetooth speaker.

Components:

- Foot Pads: Pressure-sensitive pads for control.
- Wheels: 6.5-inch wheels with flashing LED lights.
- LED Lights: Front lights, indicator lights, fender lights, and wheel lights.
- Charging Port: For connecting the charger.
- Power Button: To turn the hoverboard on/off.
- Bluetooth Speaker: For audio playback.



Image 3.1: An exploded diagram illustrating the main components of the hoverboard, including the outer shell, internal chassis, wheels, and footpads.

4. Setup

4.1. Charging the Hoverboard

1. Ensure the hoverboard is powered off.
2. Locate the charging port, typically on the underside or side of the hoverboard.
3. Connect the provided charger to the charging port.
4. Plug the charger into a standard electrical outlet.
5. The indicator light on the charger will change (e.g., red to green) when charging is complete. Charging time is approximately 2-3 hours.
6. Disconnect the charger once fully charged. Do not overcharge.

FLASH COLORFUL LED LIGHTS

- 🔦 Head lights
- 🚦 Indicator lights
- 🚗 Fender lights
- 💡 Wheel lights



Image 4.1: An illustration of the hoverboard's battery system, indicating a 24V 4AH battery, a maximum speed of 10 km/h (approximately 6.2 MPH), 2-3 hours charging time, and over 8 miles range.

4.2. Initial Balance Calibration

The hoverboard features intelligent correction for tilt angle, making it stable for beginners.

1. Place the hoverboard on a flat, level surface.
2. Press the power button to turn it on.
3. The self-balancing system will engage. Ensure the footpads are level before stepping on.

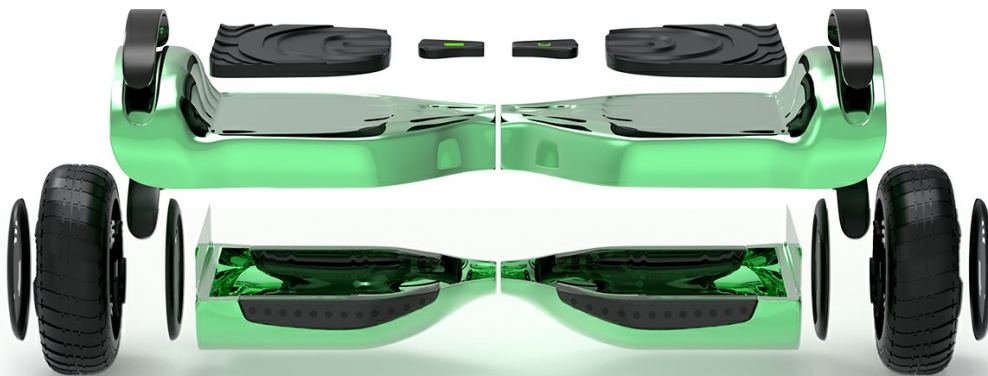


Image 4.2: A visual guide demonstrating the self-balancing feature of the hoverboard, designed for quick starts for beginners, with diagrams illustrating proper posture.

5. Operating Instructions

5.1. Riding the Hoverboard

1. With the hoverboard powered on and balanced, step onto one footpad, then quickly step onto the other. Keep your body upright and relaxed.
2. Lean slightly forward to move forward. Lean backward to slow down or move in reverse.
3. To turn, apply more pressure with one foot than the other. For example, press your right foot down slightly

more to turn left.

4. To dismount, step off one foot backward, then quickly step off with the other foot.

5.2. Using the Bluetooth Speaker

The hoverboard includes a built-in Bluetooth speaker for audio playback.

1. Ensure the hoverboard is powered on.
2. Activate Bluetooth on your mobile device (e.g., smartphone, tablet).
3. Search for available Bluetooth devices. The hoverboard will appear as a discoverable device (e.g.,