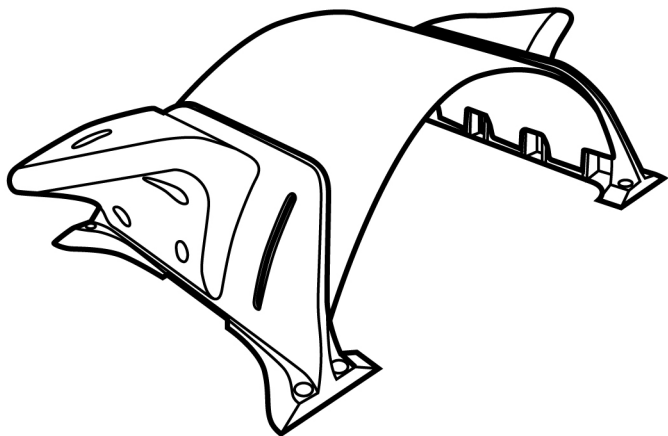




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FULLFLIGHT



Patent pending. Made in the **U.S.A.**  
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[www.flightfins.com](http://www.flightfins.com)

## **HARDWARE INCLUDED:**

### **FlightFins:**

- 4 x Screws 5/8" (#12-24)
- 4 x Screws 1" (#12-24)
- 8 x KEPS Lock Nuts (#12-24)

### **FlightFender:**

#### **(XR)**

- 8 x 3/4" Flathead Screws (#10-32))
- 1/8" Allen Wrench

#### **(Pint)**

- 8 x 20mm Flathead Screws (M4 - 0.70)
- 2.5mm Allen Wrench

## **TOOLS: (NOT INCLUDED)**

- Phillips Head Screwdriver

## WARNINGS

- **DO NOT USE LOCTITE** - Loctite is known to make plastics brittle and will result in breakage.
- Keep in mind that the Onewheel is a 25+ lb machine and advanced jumping will be difficult no matter what (unless every day is leg day for you), so pace yourself until you feel comfortable enough to advance.
- Motorized one-wheeled skateboards are inherently dangerous. Whenever you ride a motorized board with or without FlightFins and/or FlightFender you risk death or serious injury from loss of control, collisions, and falls. Please read and follow all instructions in this manual as well as the manual provided with the board you are riding. To avoid injury, please wear protective gear and do not attempt tricks far beyond your skill level. FlightFins LLC is not liable for injury sustained while using FlightFins products.
- FlightFins LLC is not liable for any damage done to your fender or Onewheel.

## INSTALLATION STEPS:

### Step 1: Attach the Fins to the Fenders

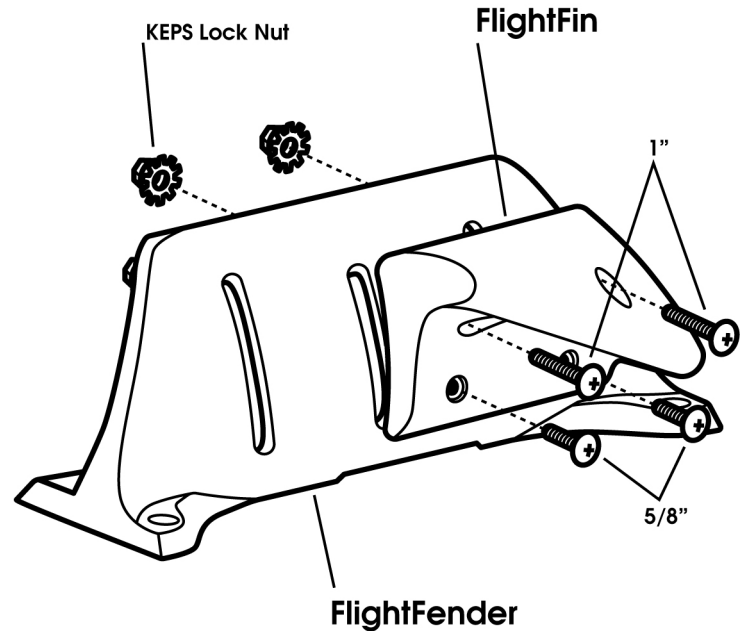
- Using the diagram shown, loosely bolt the **Fin** to the **Fender** so that the Lock Nuts are only engaged by a few threads
- Repeat for the other Fender, making note of your stance (goofy or regular) and attaching the Fins accordingly.

### Step 2: Attach the Fenders to Your Onewheel

- Using your **Hex Wrench**, attach the Fenders to your Onewheel with the **Flathead Bolts**. **Make sure they are tight and to check them periodically. DO NOT USE LOCTITE AS IT IS KNOWN TO MAKE PLASTIC BRITTLE**
- Adjust the Fins to your preferred height and then tighten the Fin bolts so that the end of the bolts are flush with the end of the lock nuts. **DO NOT OVERTIGHTEN BOLTS.** If you experience Fin movement, tighten more.

**TIP:** Be sure to wear the shoes you will be riding with most when adjusting.

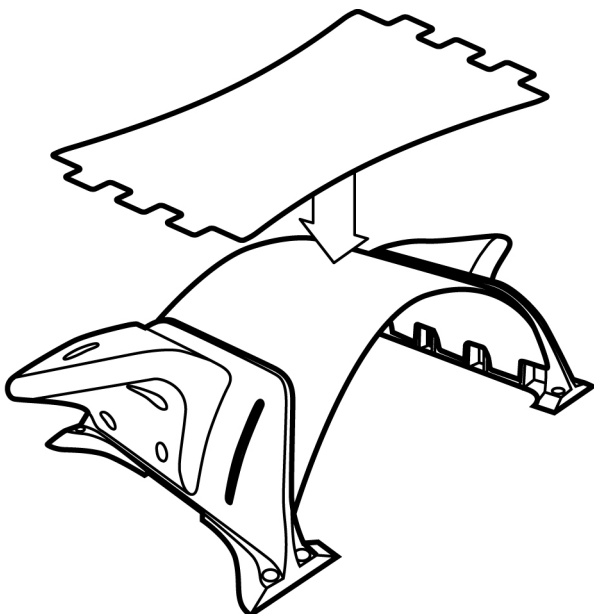
### Step 3: Fly!



## FLIGHTSHIELD INSTALLATION & SHAPING

The **FlightShield Pro** is designed to be a quickly removable and highly packable cover for rides where debris or water is a factor.

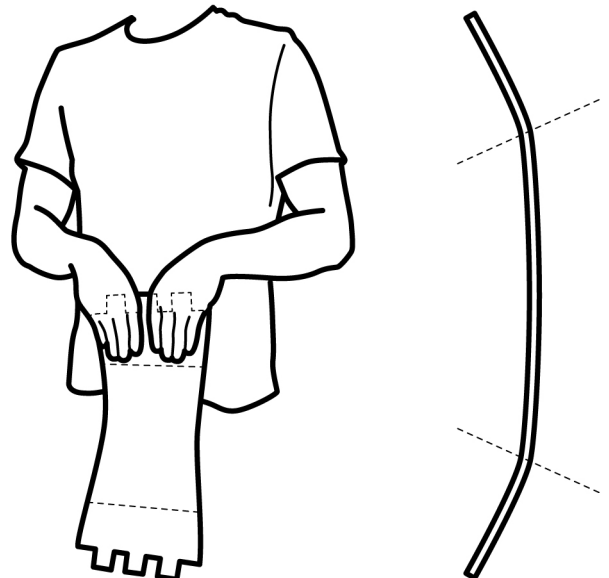
- Fit the notches of the **FlightShield Pro** into the slots created by the ribs on the backside of the FlightFender on both sides.



## DO NOT SHAPE CLEAR FLIGHTSHIELDS

The **FlightShield Pro** may also be shaped to give a lower profile or decrease bowing in the middle.

- Grip the **FlightShield Pro** as shown with your fingertips aligned with your waist.
- Bend at the waist while pressing your fingertips along the desired crease to create the bends



## TIPS:

- **Wear protective gear.** Wrist guards, elbow pads, knee pads, impact shorts, etc. are suggested for maximum safety when attempting advanced maneuvers.
- Get into the practice of stretching before you ride. This helps prevent muscle strain when maneuvering the weight of your Onewheel
- There is a learning curve to using FlightFins, so start slow and don't get discouraged!
- Practice hopping in place first before jumping with speed.
- Focusing on flexing the feet and keeping them engaged in the FlightFins will make for cleaner jumps and better landings.
- When you are comfortable with hopping in place, start practicing moving hops at slow speeds - we suggest doing this in soft, smooth grass for your first experience. Keep in mind that jumps at a relatively fast speed are easier to land than those at slow speeds due to momentum and centrifugal force.
- When you have mastered the slow-speed jump, challenge yourself by jumping sticks in the street or, for a bigger challenge, a tissue box or water bottle.
- Always pay close attention to what the board is doing when you land your jumps; all riders have different skills, but most of the learning curve is recognizing how the board responds to jumping.