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hobbyzonerc.com





Get ready to have a BLAST with your ZIG ZAG RACER $\mathbf{3}^{\text{\tiny M}}$

—the high-performance, highly maneuverable, selfrighting speedboat from HobbyZone[®]. You'll have hours of fun zipping across the water, racing with friends and playing Zig Zag Water Soccer. But before the fun begins, it's very important that you read this manual completely and follow the directions carefully. That way you'll be sure your Zig Zag fun is safe and successful.

Welcome to the World of

hobbyzone

Crash damage is not covered under the warranty.

Be sure to read the warranty on page 26 and "Warnings and Safety" on page 24 before you proceed to Step 1.

Transmitter

Needed for Step 1

"AA" Heavy-Duty Batteries (x8 included)

- Remove transmitter bottom cover by pushing down with thumbs, as indicated by the arrows.
- 2. Install batteries. Use fresh 1.5V "AA" batteries only.
- 3. Watch polarity. Replace cover.
- 4. To test, switch on transmitter—LED should glow brightly.
- 5. Replace batteries when you hear lowbattery alarm (beeping sound).



Install Battery

IMPORTANT – Prior to installing battery, the transmitter must be turned on and your Zig Zag boat placed on the included stand.

- 1. Lift canopy slightly and turn sideways to uncover battery compartment.
- 2. Attach battery to connector in boat and place battery in compartment.
- 3. To secure battery, stretch rubber band over the top of the battery and connect to hook.
- 4. Make sure battery and connectors do not interfere with movement of wire pushrod.
- Reposition canopy and secure it by fitting canopy peg into the front alignment cavity in the hull and inside the five hull alignment posts.

Note: Always make sure your transmitter is on before you install the battery. After you are done, make sure the battery is unplugged prior to turning off the transmitter.



7-Cell Battery Warning: For increased performance, your Zig Zag Racer 3 may be powered by an optional HobbyZone 8.4V 1000mAh battery pack (HBZ1013). Please note that use of this battery may cause the electronics in your boat to become very warm. It is important to limit the use of continuous full-throttle. Always allow at least 5 minutes for cooling between running sessions.

Motor Test and Battery Discharging

CAUTION: Keep everything clear of the propeller. A moving propeller can cause injury.

- The buttons below the power switch and labeled as "TH. Trim" are the digital throttle trim buttons. With your boat on the stand, turn on the transmitter and install the battery.
- If motor is running, make sure the throttle trigger is centered at neutral and press the "-" throttle trim button until the motor stops.
- 3. Pull the throttle trigger back. Motor speed will increase as the throttle trigger is pulled back.
- 4. In order to fully discharge the battery, run the motor at high speed until it shuts off. If there is not enough charge in the battery to power the propeller, then proceed to Step 4 (on next page).
- 5. When finished with the motor test, be sure to disconnect the battery first, then turn off the transmitter.



Charging the Zig Zag Battery

Note: Never charge a hot battery or a battery that is already charged. Always discharge before every charge. See Step 3 for instructions on discharging.

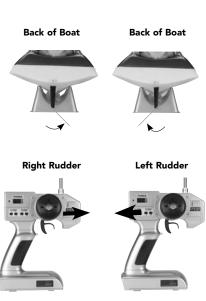
See "Warnings and Safety" on page 24.

The charger supplied with the Zig Zag Racer 3[™], the HobbyZone® variable rate DC peak charger, uses unique peak detection circuitry that ensures an accurate charge every time and protects your Ni-Cd and Ni-MH batteries from the dangers of over-charging. This charger continually monitors the battery's charge curve and automatically stops charging when the peak charge is detected. The peak detection charger will help avoid damage to your Ni-Cd and Ni-MH cells.

- 1. Plug the battery into the charger.
- Plug the charger into any 12V automobile accessory outlet. The LED indicator should continuously blink. Charging is finished when the LED glows steadily (in 40 minutes or less).



Rudder Test



Move the steering wheel side to side. The rudder should move as shown in the drawings.

NOTE: The small buttons labelled as "ST. Trim" under the power switch are the digital steering buttons and are used to adjust the "neutral" point of your steering wheel. To do this, leave the steering wheel in the center position. If rudder is not aligned straight ahead, use the digital rudder trim buttons to center it.

Choosing Your Location

CAUTION: Parents, do not allow young children to go the lake or pool unsupervised. Be safe and stay away from steep grades near shorelines where you or those with you could slip and fall into the water.

- 1. Choose a location that is not being used by swimmers when you are running your boat.
- If you choose a lake, be sure there is no moss, grass, weeds or debris present that could get wrapped around the propeller or trap your boat offshore.
- Make sure the shoreline is clear and relatively flat so you can easily launch, operate and retrieve your boat.



DO NOT mix radio control boating and swimming.

DO NOT swim to retrieve your boat.



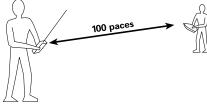




Choosing a Location

You will need two people to do the range test: one to hold the transmitter and one to hold the Zig Zag Racer 3[™].

- 1. One person holds the transmitter; the other person walks 100 paces away with the boat.
- 2. Extend the transmitter antenna completely and turn the transmitter on.
- 3. Plug in the battery and close the hatch cover.
- 4. As the first person moves both of the transmitter controls at the same time, the other person watches to be sure the boat's motor and rudder controls operate smoothly.



WATCH OUT! The person holding the boat should hold it so that the propeller does not come in contact with any part of their body.

If model does not range test correctly, do not run. Call Horizon Hobby Product Support Staff toll free at 1-877-504-0233 for directions on how to proceed.



Launching and Running

Before launching, make sure no one in the area is operating another radio control vehicle on the same frequency. Your frequency is marked on the back of your transmitter and under the boat canopy.

- To launch your Zig Zag Racer 3[™], turn transmitter on, install charged battery and place and release the boat in the water.
- Advance the throttle partially so boat moves slowly. Move the steering wheel to the right to turn the boat to the right. Move the steering wheel to the left to turn the boat to the left.
- Practice running the boat at slow speed, making right, left, and figure-eight turns. As your ability to control the boat improves, gradually increase the speed. With a bit of practice, you'll see your driving skills improve quickly.



Launching and Running (continued)

- Your Zig Zag Racer 3[™] has no reverse. Be sure to plan ahead while driving so you don't get your boat stuck in a dead end.
- Running time with a fully charged battery will be approximately 10–15 minutes, depending on your driving speed.
- If you choose to run your Zig Zag Racer 3 in a pool with a liner, we recommend placing waterproof tape on the nose of your Zig Zag Racer 3. This will aid in reducing the risk of damage should your Zig Zag Racer 3 come into contact with the liner.

NOTE: When you notice your boat running much slower even at full throttle, it's time to bring your boat to shore. Slower speed indicates the battery is low, and you have only 2 or 3 minutes of running time before it completely stops. Make sure you allow the motor to cool for 5 minutes between battery exchanges.

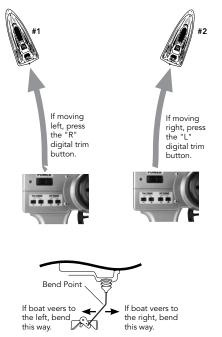
CAUTION

- Do not run your boat into hard objects or onto shore or the rudder and propeller can be damaged.
- Keep hands and fingers away from the moving propeller when launching or retrieving your boat.
- Do not swim to retrieve your boat.
- If the canopy of the boat becomes dislodged, you may need to remove water from inside the boat. Remove the drain plug at the back of the boat and drain the water, then replace the plug.

Trimming the Rudder Control

- After launching your boat, check to see that it is running straight.
- If your Zig Zag Racer 3[™] always turns to the right when the steering wheel is at neutral (centered), press the "L" digital trim button until it drives straight. See drawing #1.
- If the boat always turns to the left when the steering wheel is at neutral, press the "R" digital trim button until it drives straight. See drawing #2.
- If the boat still turns in one direction after moving the trim lever the full amount in the opposite direction, you will need to adjust the rudder linkage wire.

If the boat still turns to the left, use your fingers to bend a greater angle in the wire. If the boat still turns to the right, use your fingers or a pair of pliers to slightly straighten the wire.



RACING AND GAMES WITH THE ZIG ZAG

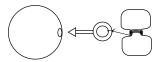
The Zig Zag Racer 3[™] is available on six different frequencies (channels). This means that up to six people can race at the same time.

Racecourse Setup

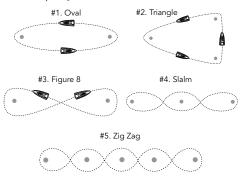
You can use the orange buoys that come with your Zig Zag Racer 3 to set up a racecourse.

- 1. Attach butterfly-shaped steel anchor to orange ball by first removing the tape that holds the fishing line in place.
- 2. Push the white plastic plug firmly into the hole in the ball.
- Toss this assembly into the water in the desired location. The line will unwind on its own until the anchor hits bottom, and the buoy will float on top of the water.

CAUTION: Do not swim to retrieve buoys. For retrieval method, see page 18.



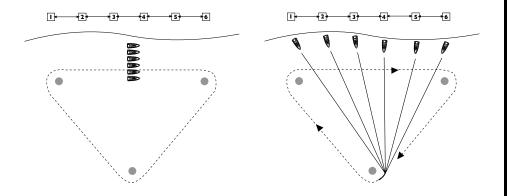
4. To mark the course, use two or three buoys set in a line or in the shape of a triangle. You should allow 20 to 30 feet between them if possible. See drawings below. Vary the racecourse shape to sharpen your skills.



Racing Options

- After you've set up your course, drivers launch their boats and then stand in a line on the shore a minimum of 6 feet apart. Do not walk between a driver and his boat or you may cause radio interference.
- To start, boats should be launched and lined up together near the racecourse (see drawing A), ready for the starter's "Go!"
- Another way to start is for each driver to hold his or her boat at water's edge. At "Go," drivers release boats and head for the first buoy (see drawing B).

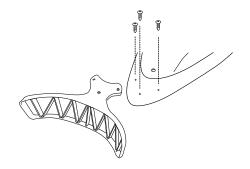
Note: Race length is determined in advance by the number of laps or by the amount of time (10 laps or 5 minutes, for example).

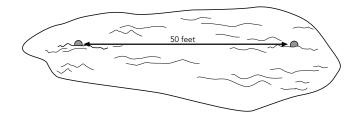


Zig Zag Water Soccer Setup

When you can consistently maneuver your Zig Zag Racer 3[™] at both low and high speeds, you can add to your racing fun by playing Zig Zag Water Soccer. Here's how you set up your boat and "playing field."

- 1. Attach bumper to front of boat using the three screws provided. Secure the screws but do not over-tighten.
- To set up your playing field, place two buoys (with anchor attached) in water approximately 50 feet apart to mark the two goal lines.



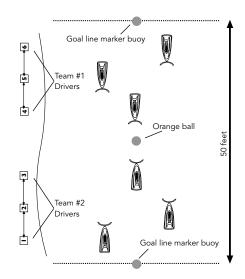


Playing Zig Zag Water Soccer

Zig Zag Water Soccer can be played with one, two, or three players on each team with each boat on a different frequency.

- Game begins by tossing the third orange ball (w/o anchor) into the middle of the "playing field."
- Each team tries to score by using their bumper to push the ball past the goal line.
- To make the game more challenging, the bumpers have been designed so the ball pops loose when you exceed 4–5 mph. Because of this, easy "sprints" to the goal line are not possible, and your competitor has time to catch up with you and steal the ball. Just as in real soccer, each team will be most effective when using strategic offensive and defensive plays and teamwork.
- Game length is made up of two 4-minute halves. The team scoring the most goals wins. If neither team scores, there is a third 1-minute playing period. After one minute, the team that scores the most points or is closest to the goal line is declared winner.

NOTE: For best results, it is easiest to move the ball when the throttle is in low position.

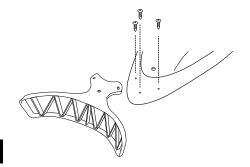


Retrieving Buoys

The bumper provided for Water Soccer can also be used to retrieve the orange buoys. Remember—do not swim to retrieve the buoys.

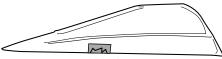
- 1. Attach bumper to front of boat using the three screws provided. Secure the screws but do not over-tighten.
- 2. Re-launch your Zig Zag and steer it to catch a buoy in the bumper.
- Carefully pull the buoy towards shore. The anchor will create some drag that will slow your speed and hamper maneuverability.

CAUTION: Do not swim to retrieve the buoys.



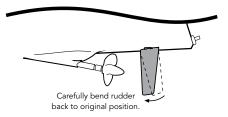
Maintaining the Zig Zag Racer 3

- The Zig Zag Racer 3[™] is designed to be self-righting if it is tipped over during racing or while playing water soccer, as long as the canopy is fitted properly to the hull. If the canopy is knocked out of place, immediately drive to shore, empty any water from the boat and put the canopy back into place.
- Be careful not to hit other boats or objects broadside at full throttle with the nose of your Zig Zag or you can damage the canopy. Small cracks can be taped using waterproof tape, but if you get a large crack or break a piece out of the canopy, it must be replaced with a new one.



Small Crack

• The rudder shaft can be damaged if you run over an object, another boat or hit the shore. **Be careful when bending it back into position.**



- After each run, drain any water out of the boat before running again.
- Be sure to allow motor to cool for 5 minutes after a run, between battery exchanges.

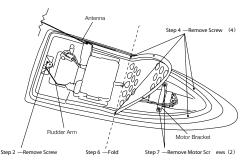
Propeller/Shaft Replacement

If you damage the propeller, you may need to purchase a replacement propeller/propeller shaft. Follow these steps to replace the propeller. Adult supervision is recommended.

- 1. Remove the canopy by unhooking the rubber band that attaches the canopy to the hull.
- 2. Use a small flathead screwdriver to loosen the black setscrew that secures the rudder.
- 3. Remove rudder carefully and make certain not to lose the two spacers that allow the rudder to move freely.
- 4. Remove the 4 small Phillips screws that secure the front of the plastic deck cover and the antenna.
- 5. Push the antenna out of your way.
- 6. Pull up on the top (front) of the plastic deck cover to reveal the motor and drive shaft coupler.
- Remove the two screws that secure the motor bracket. Carefully pull the motor out, making certain not to accidentally detach the motor leads from the solder joints.

Note: The motor is secured to the hull with aggressive servo tape, so it may take a small amount of force, as well as prying with a screwdriver, to free the motor.

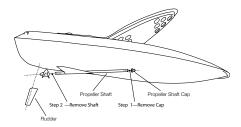
8. When the motor is free, pull the motor out and remove the rubber drive shaft coupler. This should expose the drive shaft coupler cap.



Propeller/Shaft Replacement (continued)

Follow these steps to replace the prop/prop shaft:

- 1. Remove prop/prop shaft from cap by unscrewing it.
- 2. Slide propeller and shaft out of drive tube.
- 3. Locate the new prop/prop shaft.
- 4. Slide the new prop/prop shaft into the boat.
- Thread the prop/prop shaft into the threaded cap. It may be necessary to use small pliers to hold cap while shaft is being tightened.
- 6. Slide rubber coupler back onto motor cap.
- 7. Slide rubber coupler back onto the new drive shaft cap.
- 8. Re-install motor and motor bracket. Make sure that the motor leads are once again placed inside the molded hook to keep the leads secured and out of the way.
- 9. Re-install the rudder. Be certain to include the spacers below the rudder arm.
- 10. Re-install the deck cover. Make certain the antenna is secured.



If you have any questions regarding the replacement of the prop/prop shaft, please call product support at 877-504-0233.

Troubleshooting Guide

PROBLEM	POSSIBLE	SOLUTION
Unit doesn't operate.	 Transmitter "AA" batteries are depleted or installed incorrectly. The connector inside the boat may not be fully plugged in to the battery. The battery is not charged. The radio electronics are wet. 	 Check that the batteries are installed as per the illustration inside the transmitter bottom (see page 5). Replace the batteries with new fresh "AA"s. The LED indicator on the trans- mitter will be bright if the batteries are good and installed correctly. Push the connector together until a click is heard to ensure a solid connection (see page 4). Fully charge the battery per the instructions (see page 4). Carefully dry the inside of the boat with a warm (not hot) hair dryer.
The boat will not drive straight when the steer- ing stick is centered.	 The steering trim is not adjusted properly. The steering linkage is bent by the battery or battery wires moving it out of the correct position. 	 Drive the boat away from yourself slowly and adjust the steering trim until the boat tracks straight. Readjust the battery position to properly clear the steering linkage.

Troubleshooting Guide (continued)

PROBLEM	POSSIBLE	SOLUTION
The boat goes much slower than normal	 The battery isn't charged. Weeds, moss, or trash may be caught on the prop or rudder. The motor or battery is old and wearing out. Water has entered the hull. 	 Fully charge the battery per the instructions (see page 4). Take the boat out of the water. Unplug the battery inside the boat to make sure the prop is not running. Remove the item from the prop or rudder. After approximately 300–500 runs the motor and battery will need to be replaced. Pull the drain at the rear of the boat and drain out the water.
The radio has poor or no range when wheel is centered	 The batteries in the transmitter are weak. The transmitter is on a different frequency from the boat. Antenna is not extended. 	 Replace the batteries with fresh "AA" batteries. Check that the channel number matches the channel on the back of the transmitter. Extend antenna fully.

Warnings and Safety

- Read and follow this manual completely, observing all instructions, Warnings, Notes, Cautions, and safety directions; otherwise serious injury and damage can occur. Think: Safety First.
- Keep propeller away from body parts, even when it isn't spinning, as you or someone else might turn the boat on by accident. Beware of hair becoming entangled in the propeller, especially when launching the Zig Zag Racer 3[™], or injury may occur.
- NEVER SWIM to retrieve your boat or buoys. Do not operate your Zig Zag Racer 3 near people, as injury may occur. Never allow anyone to attempt to catch the Zig Zag Racer 3 while it is running or serious injury can result.
- 4. Adult supervision is recommended for ages 12 and under.
- 5. Battery Charging: Only use a battery charger intended for use with the Zig Zag battery. Never leave a charger unattended while charging. While charging, place the battery on a heat-resistant surface.

DO NOT lay it on carpet while charging.

- Never cut into the battery, charger, or boat wires, or serious injury can occur. Causing the battery to "short out" (crossing negative and positive bare wires) can cause a fire, serious injury and damage.
- 7. When operating your Zig Zag Racer 3, ALWAYS turn on the transmitter BEFORE you plug the battery into the Zig Zag Racer 3. When you finish running your Zig Zag, always unplug the battery BEFORE you turn off the transmitter.
- Never operate on the same frequency as another boater in your area. The frequency of your Zig Zag Racer 3 is shown on stickers on the back of the transmitter and on top of the radio box inside the canopy.

Replacement Parts and Optional Parts

ltem	Description	Suggested Retail	ltem	Description Sug	gested Retail
HBZ1012	7.2V 900mAh Battery	\$27.99	HBZ3740	Hull w/PCB,PRP, MTR & RDR: ZZR3 CI	15 \$46.99
HBZ1026	DC Peak Charger (1.2 Amp)	\$19.99	HBZ3741	Hull w/PCB,PRP, MTR & RDR: ZZR3 CI	16 \$46.99
HBZ3315	3" Orange Balls (2)	\$3.99	HBZ3731	ZZR PC Board: CH 1	\$23.99
HBZ3317	Buoy Anchor w/Line	\$3.99	HBZ3732	ZZR PC Board: CH 2	\$23.99
HBZ3319	Bumper w/Screws	\$4.99	HBZ3733	ZZR PC Board: CH 3	\$23.99
HBZ3323	Hook for Canopy (2)	\$0.79	HBZ3734	ZZR PC Board: CH 4	\$23.99
HBZ3324	Drain Plugs (5)	\$1.25	HBZ3735	ZZR PC Board: CH 5	\$23.99
HBZ3325	Rudder & Steering Arm	\$3.99	HBZ3746	ZZR PC Board: CH 6	\$23.99
HBZ3327	Propeller w/Shaft	\$3.99			
HBZ3728	Rubber Coupler/Aluminum Spline:	ZZR3 \$1.29			
HBZ3329	Electric Motor	\$9.99			
HBZ3712	Instruction Manual: ZZR3	\$0.99			
HBZ3713	Decal Sheet: ZZR3 Silver	\$3.99			
HBZ3718	Decal Sheet: ZZR3 Red	\$3.99			
HBZ3719	Decal Sheet: ZZR3 Blue	\$3.99			
HBZ3714	Canopy w/Hook, Silver: ZZR3	\$7.99			
HBZ3715	Canopy w/Hook, Red: ZZR3	\$7.99			
HBZ3716	Canopy w/Hook, Blue: ZZR3	\$7.99			
HBZ3791	Tx Crystal: Ch 1, 26.995: ZZR3	\$5.99			
HBZ3792	Tx Crystal: Ch 2, 27.045: ZZR3	\$5.99			
HBZ3793	Tx Crystal: Ch 3, 27.095: ZZR3	\$5.99			
HBZ3794	Tx Crystal: Ch 4, 27.145: ZZR3	\$5.99			
HBZ3795	Tx Crystal: Ch 5, 27.195: ZZR3	\$5.99			
HBZ3796	Tx Crystal: Ch 6, 27.255: ZZR3	\$5.99			
HBZ1058	Tx Antenna: All HBZ Birds, ZZR, ZZ	IR2 \$4.99			
HBZ3757	Transmitter Battery Cover: ZZR3	\$5.59			
HBZ3736	Hull w/PCB,PRP, MTR & RDR: ZZR	3 CH 1 \$46.99			
HBZ3737	Hull w/PCB,PRP, MTR & RDR: ZZR	3 CH 2 \$46.99			
HBZ3738	Hull w/PCB,PRP, MTR & RDR: ZZR	3 CH 3 \$46.99			
HBZ3739	Hull w/PCB,PRP, MTR & RDR: ZZR	3 CH 4 \$46.99			

Warranty and Follow-Up Procedures

Warranty Period:

Exclusive Warranty- Horizon Hobby, Inc., (Horizon) warranties that the Products purchased (the "Product") will be free from defects in materials and workmanship at the date of purchase by the Purchaser.

Limited Warranty

(a) This warranty is limited to the original Purchaser ("Purchaser") and is not transferable. REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE PURCHASER. This warranty covers only those Products purchased from an authorized Horizon dealer. Third party transactions are not covered by this warranty. Proof of purchase is required for warranty claims. Further, Horizon reserves the right to change or modify this warranty without notice and disclaims all other warranties, express or implied.

(b) Limitations- HORIZON MAKES NO WARRANTY OR REPRESENTATION,

EXPRESS OR IMPLIED, ABOUT NON-INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE OF THE PRODUCT. THE PURCHASER ACKNOWLEDGES THAT THEY ALONE HAVE DETERMINED THAT THE PRODUCT WILL SUITABLY MEET THE

REQUIREMENTS OF THE PURCHASER'S INTENDED USE.

(c) Purchaser Remedy- Horizon's sole obligation hereunder shall be that Horizon will, at its option, (i) repair or (ii) replace, any Product determined by Horizon to be defective. In the event of a defect, these are the Purchaser's exclusive remedies. Horizon reserves the right to inspect any and all equipment involved in a warranty claim. Repair or replacement decisions are at the sole discretion of Horizon. This warranty does not cover cosmetic damage or damage due to acts of God, accident, misuse, abuse, negligence, commercial use, or modification of or to any part of the Product. This warranty does not cover damage due to improper installation, operation, maintenance, or attempted repair by anyone other than Horizon. Return of any goods by Purchaser must be approved in writing by Horizon before shipment.

Damage Limits:

HORIZON SHALL NOT BE LIABLE FOR SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES, LOSS OF PROFITS OR PRODUCTION OR COMMERCIAL LOSS IN ANY WAY CONNECTED WITH THE PRODUCT, WHETHER SUCH CLAIM IS BASED IN CONTRACT, WARRANTY, NEGLIGENCE, OR STRICT LIABILITY. Further, in no event shall the liability of Horizon exceed the individual price of the Product on which liability is asserted. As Horizon has no control over use, setup, final assembly, modification or misuse, no liability shall be assumed nor accepted for any resulting damage or injury. By the act of use, setup or assembly, the user accepts all resulting liability.

If you as the Purchaser or user are not prepared to accept the liability associated with the use of this Product, you are advised to return this Product immediately in new and unused condition to the place of purchase.

Law: These Terms are governed by Illinois law (without regard to conflict of law principals).

Safety Precautions:

This is a sophisticated hobby Product and not a toy. It must be operated with caution and common sense and requires some basic mechanical ability. Failure to operate this Product in a safe and responsible manner could result in injury or damage to the Product or other property. This Product is not intended for use by children without direct adult supervision. The Product manual contains instructions for safety, operation and maintenance. It is essential to read and follow all the instructions and warnings in the manual, prior to assembly, setup or use, in order to operate correctly and avoid damage or injury.

Questions, Assistance, and Repairs:

Your local hobby store and/or place of purchase cannot provide warranty support or repair. Once assembly, setup or use of the Product has been started, you must contact Horizon directly. This will enable Horizon to better answer your questions and service you in the event that you may need any assistance. For questions or assistance, please direct your email to productsupport@ horizonhobby.com, or call 877.504.0233 toll free to speak to a service technician.

Inspection or Repairs

If this Product needs to be inspected or repaired, please call for a Return Merchandise Authorization (RMA). Pack the Product securely using a shipping carton. Please note that original boxes may be included, but are not designed to withstand the rigors of shipping without additional protection. Ship via a carrier that provides tracking and insurance for lost or damaged parcels, as Horizon is not responsible for merchandise until it arrives and is accepted at our facility. A Service Repair Request is available at www.horizonhobby.com on the "Support" tab. If you do not have internet access, please include a letter with your complete name, street address, email address and phone number where you can be reached during business days, your RMA number, a list of the included items, method of payment for any non-warranty expenses and a brief summary of the problem. Your original sales receipt must also be included for warranty consideration. Be sure your name, address, and RMA number are clearly written on the outside of the shipping carton.

Warranty Inspection and Repairs

To receive warranty service, you must include your original sales receipt verifying the proof-of-purchase date. Provided warranty conditions have been met, your Product will be repaired or replaced free of charge. Repair or replacement decisions are at the sole discretion of Horizon Hobby.

Non-Warranty Repairs

Should your repair not be covered by warranty the repair will be completed and payment will be required without notification or estimate of the expense unless the expense exceeds 50% of the retail purchase cost. By submitting the item for repair you are agreeing to payment of the repair without notification. Repair estimates are available upon request. You must include this request with your repair. Non-warranty repair estimates will be billed a minimum of ½ hour of labor. In addition you will be billed for return freight. Please advise us of your preferred method of payment. Horizon accepts money orders and cashiers checks, as well as Visa, MasterCard, American Express, and Discover cards. If you choose to pay by credit card, please include your credit card number and expiration date. Any repair left unpaid or unclaimed after 90 days will be considered abandoned and will be disposed of accordingly. Please note: non-warranty repair is only available on electronics and model engines.

Electronics and engines requiring inspection or repair should be shipped to the following address:

Horizon Service Center 4105 Fieldstone Road Champaign, Illinois 61822

All other Products requiring warranty inspection or repair should be shipped to the following address:

Horizon Product Support 4105 Fieldstone Road Champaign, Illinois 61822

Please call 877-504-0233 with any questions or concerns regarding this product or warranty.