

General tips for getting the most from your RC vehicle.

- Read the manual. This will give you all the information needed about any building required, pairing the radio and more. Keep the manual in a safe place for future reference.
- Check that steering, flaps, rudder etc are operating correctly before use
 - Test all Transmitter functions & range test before use as well. Inspect and check that all nuts, bolts and screws are tight.
- Only use good quality batteries in the transmitter. We recommend and stock GP batteries but any good quality, non-rechargeable battery will work best.
- If you are using a Lipo battery, ensure that the Lipo cut off mode is set in your ESC.
- Be mindful of other people, animals, and property in the area around your RC vehicle.
- Always unplug & remove the battery from your RC vehicle when not in use.
- Turn your transmitter on first and ensure the throttle is down or in the neutral position before plugging your battery in.
- Always unplug or turn off your RC vehicle before the transmitter/remote is turned off, the transmitter/remote should always be turned on while the RC vehicle is switched on.
- Reverse polarity (plugging the battery in the wrong way) damage is not covered by warranty.
- Once the RC vehicle starts to appear to be slowing down it is time to stop. Don't keep using the RC vehicle until it comes to a dead stop as this will damage the battery.
- Liquid ingress and/or water damage is not covered under warranty.

Lipo Batteries Care and Tips

- Store the battery between 35% and 60% charged (use storage mode on your charger if possible)
- Store, charge and transport your Lipo batteries in a lipo safe bag
- Do not leave batteries unattended whilst charging – don't charge overnight while you sleep!
- Your charging area should be open, clear of any other materials, away from anything flammable
- When charging, make sure that your charger settings are correct for the battery being charged
- Charge outdoors where possible. Your kitchen is best if you are charging indoors.
- Only charge the batteries when you are going to use them.
- Do not over discharge batteries
- Dispose of dead or puffy batteries correctly and responsibly. Do not throw them in the bin, they are a fire hazard. Do not keep dead, puffy, or damaged batteries.
- Check batteries for damage after a crash, dispose of any damaged batteries safely
- Make sure wires are intact and plugs are terminated properly before use.
- Always use correctly rated plugs and connectors for the RC vehicle.
- Use only batteries recommended by the manufacturer, using oversized batteries will damage your vehicle – This will not be covered by warranty.

Cars and other Land Vehicles

- Warranty for cars does not cover user error or physical damage – see below.
- Electronics will not be covered under warranty if the factory installed gearing or connectors have been changed
- Even though the manual/box says waterproof it is more a case of splash proof and not total immersion. Riding through puddles is considered immersion by many manufacturers and the resultant water damage may not be covered by warranty. Consult your vehicles manual for clarification.
- Never clean your car with water, only use compressed air or a suitable brush or cloth
- Only use the shock oil and other lubricants recommended by the manufacturer
- Manufacturers only guarantee items free from manufacturing defect. Any damage during a race is not a manufacturing defect. It is not covered by warranty.
- Arrma cars that have had the speed pinion installed will not be covered under warranty. The speed pinion must be shown in its sealed bag before any claim will be approved.
- Rock crawlers that go through water will usually need to be pulled apart, cleaned, re-greased and be re-assembled as the water will damage the running gear of the car.
- Water in the tyres will cause the foam inserts to rot, this can be avoided by blocking the vent hole of the wheel or avoiding water. Water damage is not covered by warranty

Aircraft

- Pre-flight check before each flight is extremely important. Check the centre of gravity (CG) before flying (Nose heavy is better than tail heavy)
- No matter how small the plane, always fly in a large area.
- Do not fly within 5.5 kilometres of controlled airspace – check with CASA that you are allowed to fly in the area you are in
- Take off into the wind and land into the wind
- Flying during fire bans is generally not allowed
- Check that all hinged surfaces are secure, and the canopy is locked down.
- For your first flight, fly high and trim your aircraft to fly straight
- Keep the aircraft at an appropriate distance to maintain control
- Fly at low throttle settings – most aircraft don't need full throttle
- Use small, gentle movements on the controls.
- If you have a local flying club, visit the club for flying assistance and advice.

Boats

- Your boat is not waterproof, please read your manual carefully for more info.
- Be extremely careful of your boat propeller, it is very sharp and extra care should be used.
- Spray battery connectors and metal parts inside the hull with WD 40 prior to use. This will help prevent moisture damaging these parts
- It is recommended that you remove and grease the prop shaft after each run
 - Failure to do this will cause damage to the motor, ESC & hull (dry shaft causes bad vibration & heat)
 - No manufacturer will cover this under warranty.
- Placing an appropriately sized kitchen sponge into the bottom of the hull will help to absorb any water/moisture ingress during use
- Wash and flush the boat after use with fresh water including any cooling inlets (Do not wet the electronics) Only use RC boats in fresh water, there is no warranty cover on boats if used in a saltwater environment which includes environmentally friendly chlorinated swimming pools
- Store the boat with the cover off to allow any moisture the evaporate
- Taping the canopy down during use will help reduce liquid ingress