

Escapade

Operating Manual



**LAKE
McCLURE
MARINAS**

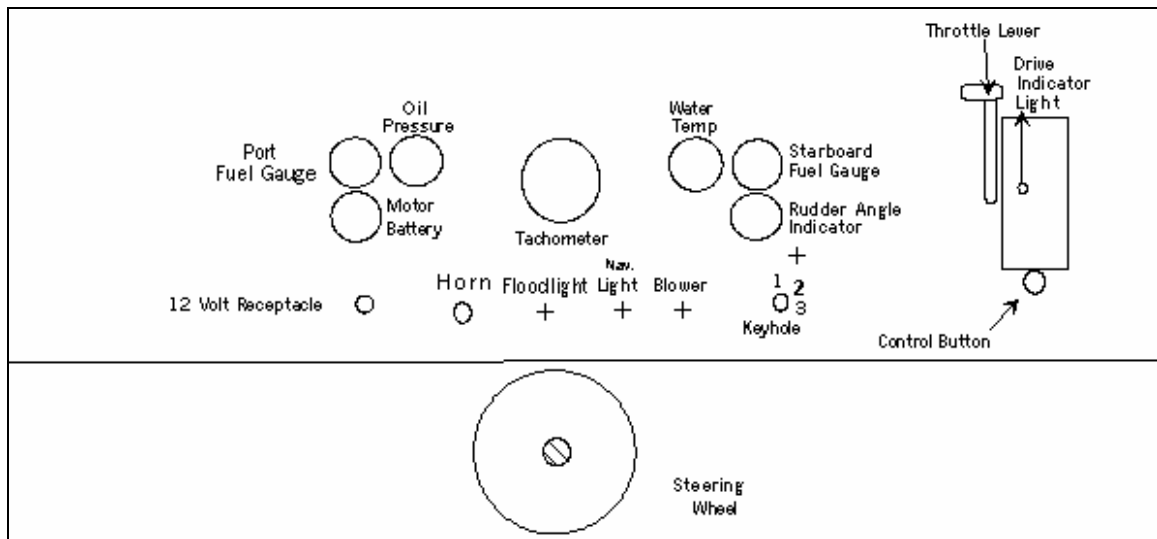
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Getting Underway

Starting the Boat

Starting the engine is an easy process.



To Start the Escapade

1. **Post an observer on the aft deck** to watch for people in the water, approaching watercraft, and other obstacles.
2. **Turn on the blower switch** located next to the ignition on the helm. Let it run for a minimum of 5 minutes.
3. **Turn the key clockwise one click** and an alarm will sound. Wait a minimum of three beeps to allow the control panel to activate.
4. **Push the throttle lever on the control box to the neutral position.**
5. **Press the CONTROL BUTTON.** This will deactivate the alarm, and the drive indicator light will begin flashing, then immediately shine constant. **Release control button.**

6. Press the control button and hold down while moving the throttle lever forward – about one inch. **Drive indicator light will now flash.**
7. **Turn the key clockwise** to start the engine. If the engine does not start within a few seconds, push the throttle lever forward another inch and try again. This will give the engine a little more gas.

Note: Be sure you do not pull the throttle lever back to the center position, or you will have to turn the key off and go back to step three.

After the Engine Has Started

Immediately after starting the engine, the drive indicator light is still flashing indicating that you have not engaged the drive and are in neutral. At this time the throttle lever only affects the idle speed of your houseboat motor.

1. **Turn off the blower switch.**
2. **Allow the engine to warm up** to 160 degrees.
3. **Pull the throttle lever back to the center position.** The drive indicator light will stop flashing, and shine constant.
4. Pull the throttle lever back to back up, or push it forward to go forward.

Note: Remember to have an observer on the back deck until the boat is clear of the shore or dock and traveling forward in open water

If the engine will not start

- **Check that the light on the control box is blinking.** If not, refer to the section above to start the Escapade.
- **Check your fuel gauges.** You may be out of gas.
- **Try again in fifteen minutes.** The engine may be flooded.
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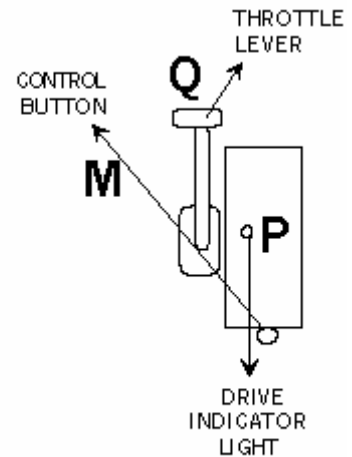
Note: Do not hold the key down for more than 30 seconds or you may damage the starter.

Flying Bridge

The flying bridge allows you to maneuver your houseboat from the upper deck. It is for cruising only. Because you cannot see the front or back of the houseboat **never** drive from the flying bridge while docking, beaching, or backing up your houseboat. Before transferring control to the upper deck, be sure you are in open water. To transfer control between helms, follow the steps below.

To Transfer Control to the Flying Bridge

1. **Start the engine at the lower helm.**
2. **Press the control button at the helm on the flying bridge.** The drive indicator light will flash.
3. **Put the throttle lever at the flying bridge in the center position.** The drive indicator light will stop blinking and shine constant. This completes the transfer. You can now maneuver the houseboat from the flying bridge. Return control back to the lower helm in the same manner.



Driving Techniques

Your houseboat handles like any other inboard/outboard, only slower. The key is to anticipate your direction and speed well in advance. Here are a few points to consider while at the helm of your houseboat.

- Maintain a slow, safe speed.
- Always be on the lookout for debris in the water. If it is unavoidable, place the drive in neutral and coast past the object.
- Whenever possible, navigate into the wind.
- Think of reverse as your brakes. To slow your forward motion, shift into reverse.
- To turn very tightly, begin your turn going forward slowly, put the throttle lever in the center position and turn the wheel in the opposite direction, shift back into reverse and briefly rev the engine. Then, return the throttle to the center position, turn the wheel back in the direction you want to go, shift into forward and briefly rev the engine. Repeat this forward/reverse method until you have made your turn.

- The faster you are traveling, the wider your turn will be.
- Shift from forward to reverse or vice versa very slowly. Shifting quickly can stall the electronic shifting unit.
- If you lose control of the boat, try to stay calm. The worst you will probably do is damage the propeller.

NOTE: If you damage the propeller, park the boat, turn off the engine and contact the marina.

- Use an observer on the aft deck when backing up, making turns in tight places or heavy traffic.

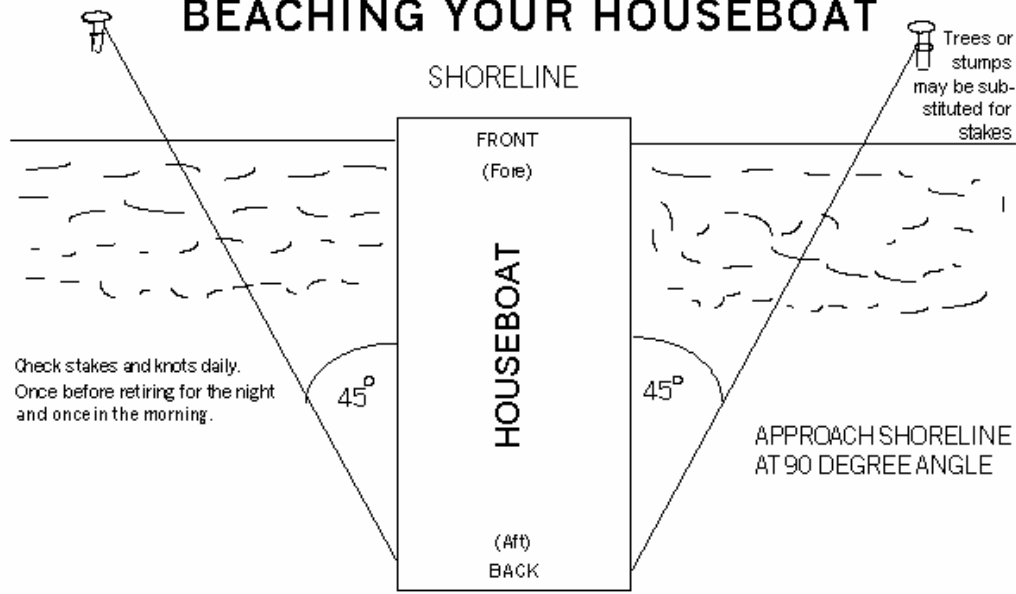
Beaching Your Houseboat

You must beach your houseboat every evening. Never beach or approach any dock while driving from the fly bridge. It is best to choose a location protected from the wind, and the wake of other vessels. It is important that your location has at least one clear houseboat length on each side so you will have enough room to maneuver.

1. Choose a landing spot that is not too rocky so you will be able to hammer your stakes into the ground. Also, you need a shoreline that is steep enough so the bow of your boat will reach land before the bottom of the hull does.
2. Proceed at idle speed straight at the shore. As you near the shoreline, use reverse to soften the landing.
3. After landing, throttle forward at about 2,000 rpm steering straight into the shore. This will hold the houseboat in place and keep it perpendicular with the shoreline as a crewmember drives the stakes into the ground and secures the lines.
4. The captain should stay at the helm during the entire tie-down process. Secure both lines at a 45-degree angle from the stern of the vessel. If at all possible, use a stump, tree or some other well-anchored object to secure your lines.

Note: Check your lines and the lake level each morning. If the lake level has changed, you will have to re-park the houseboat and retie the lines.

BEACHING YOUR HOUSEBOAT



Backing Off the Shore Or Leaving a Marina

1. Post an observer on the back deck.
2. Start the engine and allow it to warm up to 160 degrees.
3. Engage the drive by pulling the throttle lever back to the center position. Throttle forward at about 2,000 rpm to hold the boat in place.
4. Untie the lines and secure them to the bow of the vessel.
5. Sound your horn three times and throttle into reverse. Do not start your turn until you are in open water.

If the Houseboat Is Stuck On Shore

- With an observer on the back deck, shift into idle reverse and steer all the way to the left until the boat is at a 30 degree angle with the shoreline and then steer all the way to the right, again to a 30 degree angle. This will loosen the bow from the shoreline. If the boat will not back straight off the shoreline then increase the rpm and try again.

Note: If you are not able to get the houseboat off the shore, contact the marina.

Returning to the Marina

When returning to the marina, wait outside the log boom and we will come out to your boat and dock it for you. If you are checking out, we recommend that you wash the decks and have your gear packed and ready to go before you get to the marina. This will make unloading your houseboat easier and will get you through the checkout process much quicker.

Your checkout will begin when all of your belongings are off the houseboat and you have completed a general cleaning. A member of our staff will then fuel the houseboat, conduct a walk-through, and call the charges into the marina store. You complete your checkout, and pay for your fuel and any other charges you have incurred in the marina store.

The AC System

The Generator

The generator is the power source for the 110-volt system. The spa, air conditioner, mini refrigerator, dishwasher, and trash compactor, are all ran on this system. The generator must be on to use any of these appliances.

Starting the Generator

1. Turn on the blower switch located on the lower starboard side of the electrical panel in the hallway on the port side. Let run for a minimum of 5 minutes.
2. **Press and hold the “On” and “Start” switch down.** These switches are located on the port side of the electrical panel located in the hallway on the port side. When the red light illuminates, let go of the switches. If the red light goes out the generator has stopped.
3. **Turn off the blower.**

If the generator will not start

- Try again in fifteen minutes. The engine may be flooded.

Note: Do not hold the switch down for more than 30 seconds or you may burn up the starter.

Stopping the Generator

Press and hold the “Stop” switch down. When the red light goes out the generator has stopped. This switch is located on the port side of the electrical panel in the hallway on the port side.

Air Conditioners

The controls to the conditioner are located on the port wall of the hallway just past the galley. The generator must be on to operate the air conditioner. It takes about five minutes for the unit to warm up and work effectively. To use the air conditioner, set the

thermostat to the desired temperature and choose either the “Cool” or “Heat” system setting. Then choose either “Auto” or manual “On” for the fan.

If the air conditioner will not start

- **Make sure the generator is on.**
- **Check the switch for the air conditioner** on the electrical panel in the hallway on the port side.
- **Check the main breaker** on the left side of the generator.

Spa

The spa is cleaned and filled with treated water at the beginning of each voyage. It will not require any additional chemicals for one week. All maintenance of the spa water must be done by marina personnel. The generator must be on to run the spa, and the corresponding switch for the spa labeled "Hot Tub" on the electrical panel in the hallway on the port side. This switch and the switch for the water jets on the tub should be left on. This will insure your water stays filtered and warm.

To start the spa

1. **Turn on the generator.**
2. **Make sure the switch on the electrical panel labeled "Hot Tub" is on.**
3. Change the speed of the jets and the amount of aeration (bubbles) with the controls located on the hot tub.

If the hot tub will not heat up

If the spa is allowed to cool down, it takes several hours to heat up. To reheat the spa, put the cover on, turn on the generator, and allow the water to circulate at low speed. The propane heater will turn on automatically. However, on windy days the pilot light may blow out. The hot tub water heater is located behind a small door just behind the port side of the hot tub.

1. Turn the thermostat knob to a higher heat setting.
2. Check the “circulator pump” breaker at the main electrical panel located in the hallway on the port side.

3. Check the “circulator pump” switch located aft. of the hot tub on the starboard side of the top deck.

Kitchen Appliances

The generator must be on to operate the **dishwasher**, **trash compactor**, and the **galley exhaust fan**. When the generator is on, these appliances are operated in the same manner as a household appliance.

If one of the above kitchen appliances will not work

- Make sure the generator is on
- Make sure the corresponding switch on the electrical panel in the hallway on the port side is in the “on” position.

The **refrigerator**, **oven**, and **microwave** run off the inverter. The generator **does not** have to be on to run these appliances. However, if the inverter switch on the electrical panel or the button on the inverter panel is turned off, these appliances will not work. Also, if the cabin battery loses its charge, the inverter will automatically shut off and these appliances will not work until the generator is started and allowed to recharge the cabin battery.

If one of the above appliances will not work

- See the section “**The DC System**”.

Heater

There are two sources of heat on the Escapade: the air conditioner and a propane heater. The controls for each are on the port side of the hallway just past the galley. The air conditioner heater requires the use of the generator. The propane heater does not, therefore it is cheaper for you to use.

To use the air conditioner to heat your boat

1. **Turn on the generator.**
2. **Check that the switch for the air conditioner** on the electrical panel in the hallway on the port side is on.
3. **Set the air conditioner control to heat.**

4. **Set the thermostat to the desired setting.**

If the air conditioner will not turn on

- **Make sure the generator is on.**
- **Check the switch for the air conditioner** on the electrical panel on the hallway on the port side. **Check the main breaker** on the left side of the generator.

To use the propane heater

1. **Check the switch for the Heater** on the electrical panel in the hallway on the port side.
2. **Push the thermostat lever under the control unit to the right.**
3. **Set the thermostat to the desired setting.**

If the propane heater will not turn on

- **Check the switch for the Heater** on the electrical panel in the hallway on the port side.
- **Check the charge of the cabin batteries with the gauge** on the electrical panel in the hallway on the port side.
- **Check to see if you are out of propane** by trying to light the stove

Main Breaker

There is a main breaker located on the generator. This breaker controls the AC system on the electrical panel in the hallway on the port side. If this breaker trips, the spa, dishwasher, trash compactor, air conditioner, and battery charger will not work.

To reset the main breaker

1. **Secure the houseboat in a safe location. Turn off the houseboat engine and the generator** to ensure the safety of the person checking the main breaker.
2. **Expose the generator** by lifting the generator hatch on the aft deck and locate the breaker switch.

3. **The breaker is located on the port side of the generator. Turn the switch off and then back on to reset the breaker.**

Satellite Radio System

The satellite radio system will give you hours of listening enjoyment. Please consider that due to the fact the satellites we use are elliptical orbiting, you may experience signal loss on some remote areas of the lake.

To operate the satellite radio receiver

1. Turn on the breaker labeled “stereo” at the electrical panel in the hallway on the port side.
2. Press the button labeled “source/power” on the cd/tuner unit located on the top deck, left of the barbeque.
3. Press the button labeled “source/power” to select xm radio.
4. Select a channel by pressing the up/down button.

3 The DC System

The DC system consists of a bank of battery cells and an inverter. The **Refrigerator, oven, microwave, toaster, blender, coffee maker, water pumps, entertainment center components and lighting system** use DC power. The generator **does not** have to be on to run any of these. However, if the inverter switch on the electrical panel or the button on the inverter panel is turned off these appliances will not work. Also, if the cabin battery loses its charge, the inverter will automatically shut off and these appliances will not work until the generator is started and allowed to recharge the cabin battery.

If one of the above appliances will not work

- **Check that the corresponding switch on the electrical panel is on.**
- **Check that the inverter switch on the electrical panel is on and the button for the inverter on the inverter panel is activated.** If the inverter button is activated it will flash a green light. The inverter should be left on at all times.
- **Check the power level of the cabin battery on the inverter panel.** The inverter panel is on the upper right hand side of the Electrical panel. It is labeled “RC6 Remote Control Panel.” If the amperage is at or below 11.5 start the generator and allow it to charge the cabin battery.

The Propane System

The water heater, spa, barbeque, stove, and oven, use propane. The Escapade holds 33 gallons of propane. This is more than enough for a week's voyage and you should not run out.

Cabin Water Heater

The water heater for the cabin is automated. Turning the switch on at the electrical panel in the entertainment center is all that must be done.

If there is no hot water in the cabin

- Turn the switches labeled “Water Heater” located on the electrical panel in the hallway on the port side off then back on.

Spa Water Heater

If the pilot light gets extinguished, the water heater for the spa must be re-lit. It is located behind a small door just behind the port side of the tub.

If there is no hot water in the spa

- Allow the spa six hours to heat up completely with generator on, the water circulating on low, and the cover in place.
- Check if the pilot light is on by looking in the pilot light housing on the water heater.

To light the water heater on the spa

1. **Turn the breaker labeled “circulator pump” located on the electrical panel in the hallway on the port side.**
2. Turn on the switch labeled “circulator pump” located behind the hot tub on the starboard side of the top deck.
3. Set the thermostat dial located behind the hot tub on the port side of the top deck.

Barbeque

The barbeque will light automatically or manually. It is operated in the same manner as a residential gas barbeque.

To light the barbeque

1. **Open the lid on top of the barbeque.**
2. Do not lean over the top of the barbeque at any time. Flare up is always a possibility.
3. **Use the igniter switch on the left side knob or insert a lit match or an igniter stick into the hole at the lower right side of the front of the barbeque and turn the temperature control knob to medium.** The barbeque should light immediately.
4. **Select the desired setting and allow the barbeque to heat up for five minutes** before cooking.
5. Be sure to turn off the barbeque after use. Forgetting to turn the barbeque off will run your propane reserves down quickly.

The Water System

There are two sources of water on the Escapade, a 200-gallon fresh water tank and a pick up under the vessel to draw in raw lake water. The fresh water tank is used only for drinking and cooking. The lake water is used for the toilets, the water slide, deck faucets, dishwashing, and showers. Each sink on the Escapade has two faucets. One is labeled “Lake Water” and one is labeled “Fresh Water.” Do not drink from the lake water faucet.

If the faucet marked “Fresh Water” is not working

- Check that the switch labeled “Fresh Water” on the electrical panel in the hallway on the port side is on.
- With the fresh water faucet on you should be able to hear the hum of the fresh water pump. If you do, and the faucet is not working, you are out of water. If you do not, the pump is dead.

If the faucet marked “Lake Water” is not working

- Check that the corresponding switch on the electrical panel is on.
- There are two lake water pumps installed on the Odyssey. If one fails you can easily switch to the other. To do this, find the switch marked “Lake Water ” below the electrical panel in the hallway on the port side and flip the switch.

Water Slide

Be sure and wet the surface of the water slide before use. There is a faucet at the top of the slide for this purpose.

If the faucet at the top of the waterslide is not working

- Check that the corresponding switch on the electrical panel is on.
- There are two lake water pumps installed on the Escapade. If one fails you can easily switch to the other. To do this, find the switch marked “Lake Water ” below the electrical panel in the hallway on the port side and flip the switch.

The Septic System

The Escapade is equipped with a 300-gallon black water tank. Each boat is pumped out completely and the tank treated after each voyage. It will not fill up within a week's use. There should be no need to return to the marina for a pump out.

Toilet

To flush the head, depress the pedal at its base with your foot. To fill it with water, lift up on the pedal with your foot. Be sure to fill the toilet with water before each use. The sewage system relies on liquid chemicals for treatment. If solid waste becomes higher than the liquid inside your septic tank, the bathrooms will begin to smell. To avoid this, be sure to flush with plenty of water each time you use the head.

Do not put anything in the toilet except human waste and the toilet tissue provided by the marina. The system plugs easily and if plugged a service fee will be charged to clear it.

If the bathrooms smell

- The bathrooms will smell if you have not been flushing with plenty of water. A pile of solid waste will begin to accumulate just below the head and once it rises above the level of the liquid chemicals a strong odor will develop. To eliminate the odor, flush the effected toilet several times. This will partially knock down the solid waste pile and raise the level of the liquid chemicals.
- Open the window in the bathroom
- Pull up on the lever at the base of the toilet until the bowl is full, and then push down on the lever to flush the toilet. Repeat this procedure several times. As you do this, the smell will get worse due to the fact that you are opening the valve to the septic tank with each flush. With the window open, close the door to the bathroom and let it air out for a while.

If the bathrooms still smell after trying the above procedure a couple of times, you may have to have your tank pumped out and retreated. However, if you do not start flushing with plenty of water, the smell will return.

Familiarize yourself with the safety equipment on your vessel before you need to use it. Time is very precious during an emergency.

Distress Flag

This is located in the drawer left of the oven. In an emergency display the flag on your houseboat where other boaters can see it.

Fire Extinguishers

There are 4 fire extinguishers on the Escapade. There is one located at the lower helm, one in the galley at the island counter, one on the back deck, and one on the top deck by the hot tub. To use, pull the pin and aim at the base of the flame.

Life Vests

The life vests are located under the dinette seats and helm bench.

Throw Cushion

The throw cushion is located beside the lower helm. It is an emergency flotation device that can be thrown to a person in an emergency.

First Aid Kit

The first aid kit is located in the drawer left of the oven.

CO² Detector

This detector is located on the lower fore part of the starboard cabin wall just behind the entertainment center. If the alarm sounds, account for each person on the boat, open up all the doors and windows and call the marina immediately. (209) 378-2441.

Trouble Shooting

Below is a quick reference table of the most common problems we see.

Problem	Possible causes	Possible Solutions
Engine will not turn over	Dead battery	Contact Marina (209) 378-2441
	Boat is not in neutral	Place drive in neutral
Engine will not start	No fuel; check gauge	Check gauge; switch tanks
Engine starts then dies	Flooded carburetor	Wait 15 minutes; try again
Boat vibrates while driving	Damaged prop	Turn off engine and contact marina (209) 378-2441
Generator will not turn over	Dead battery	Call the marina
Generator will not start	Tank feeding generator near $\frac{1}{4}$ tank full.	Check gauge; switch tanks
Generator starts then dies	Flooded carburetor	Wait 15 minutes; try again
Refrigerator will not get cold	Switch on electrical panel is off	Turn on switch
	One or both Inverter switches off at electrical panel and/or inverter panel	
	Battery charge is too low	Turn on generator
Lake water faucets not working	Switch on electrical panel is off	Turn on switch
	Lake water pump dead	Flip lake water pump switch below electrical panel
Fresh water faucets not working	Switch on electrical panel is off	Turn switch on
An appliance is not working	Generator is off	Turn generator on
	Corresponding switch on electrical panel is off	Turn on corresponding switch
	One or both Inverter switches off at electrical panel and/or inverter panel	Check corresponding switches Check cabin battery charge at inverter panel

An appliance is not working	Power switch is turned to shore power	Turn power switch to "Ships Power"
	Main breaker has tripped	Reset main breaker at generator
	Battery charge is too low	Turn on generator

Contacting The Marina

The phone number for the marina is (209) 378-2441. If you have a problem with the boat do not hesitate to call. Be sure to give the marina as much information as possible. Describe the problem in detail. Let the marina know what you have tried to do to remedy the problem. If the marina must send someone out to your boat, **be sure of your location and remain there until help arrives.** It is a common problem that houseboats in need of help are not found at the location they give. In your information packet you will find a detailed map of the lake. Use it to keep track of your location. If a problem arises we will then be able to take care of it quickly.

Glossary

Aft – The area of a compartment on a vessel or an object on a vessel that is closest to the stern in relation to another area or object on the vessel. The aft wall of the cabin is the wall closest to the stern.

Bow – The front of a vessel.

Chase Call – Contacting the marina to have a service technician sent to your houseboat

Fore – The area of a compartment on a vessel or an object on a vessel that is closest to the bow in relation to another area or object on the vessel. The fore wall of the cabin is the wall closest to the bow.

Flying Bridge – The helm on the upper deck of a vessel.

Galley – The kitchen on a vessel.

Head – The toilet on a vessel.

Helm – The area from which the boat is piloted.

Lines – Known colloquially as rope. Technically rope comes in large quantity on a spool and becomes line once it is cut, prepared, and put to use. A piece of rope is made into a line.

Port – The left side of a vessel when facing the bow.

Starboard – The right side of a vessel when facing the bow.

Stern – The rear of a vessel.

Tachometer – A gauge found at the helm that displays the revolutions per minute of the engine.

Underway – A vessel traveling through the water.

Vessel – A large watercraft.