



Removal of Old Motor

1. Do not remove the motor in the water. Note the position of motor before removing.
2. Cut the protection boots on motor and remove sealant to access the brass connection studs
3. Remove wires and air vent from old motor.
4. Undo mounting hardware (U-bolts or machine screws and nuts) holding the motor to the mounting base with 7/16" or 9/16" wrench, may also require the use of a #3 Phillips screwdriver and/or bit.
5. Remove propellers and dowel pins from motor.

Re-Installing Motor Instructions

1. Reattach mounting hardware (U-bolts or machine screws and nuts) holding the motor to the unit. Ensure motor is installed evenly on the mounting base, same position as old motor.
2. Slip the protection boots over the cable ends
3. Connect wires with brass nuts; moderately tighten with 1/2" wrench. Ensure that these are not overly tight.
4. Pull the protection boots over the motor stud and cable connection.
5. Fill the protection boots with a marine sealant (we recommend SIKAFLEX) allow curing for at least six hours. If you do not use SIKAFLEX please follow manufacturer's curing directions.
6. Tighten the air tube.

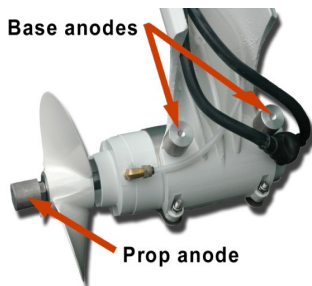
Note: Use anti-seize on all stainless steel parts

Installing Propeller to Motor Instructions

1. Insert prop Pin in the shaft that comes out of the motor.
2. Slide Propeller onto the shaft. Ensure that the prop pin is nested in the slot on the propeller. Please note the propeller only fits one way.
3. Slide on the Washer, then the nut and securely tighten with an 11/16" socket wrench.

Replace Anodes

To maintain and protect your investment replace the anodes once a year. In addition, if the bottom of your boat and outdrive components need anti-fouling paint, we recommend coating the section of the thruster which is under the water with the same anti-fouling paint. Check that your air line is in good condition. Ensure batteries are fully charged.



Remove: grasp the anode with pliers and turn counter clockwise.

Install: install the new anode by turning it clockwise to the bottom and then give it an extra half turn