

New Melones Lake
Marina

New Melones Lake Marina
P. O. Box 1085
Angels Camp, CA

Phone 209-785-3300
www.houseboats.com



Odyssey

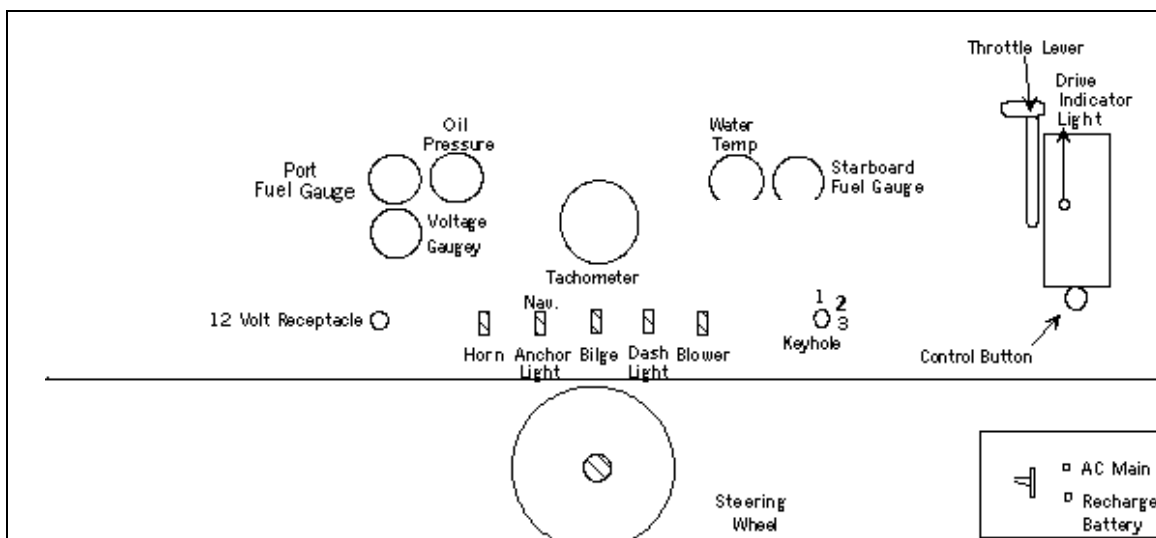
Operating Manual

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Starting the Boat

Starting the engine is an easy process. However, it can seem somewhat foreign because of the use of an electronic MMC Control Box.



To start the Odyssey

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** with the 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 box to activate.
4. **Press the control button.** This will deactivate the alarm, and the drive indicator light will shine.
6. **Turn the key clockwise** to start the engine.

After the Engine Has Started

1. **Turn off the blower switch.**
2. **Allow the engine to warm up to 160 degrees in neutral**
3. Pulling the throttle lever back past center will cause the vessel to travel in reverse. Pushing the throttle lever forward past center will cause the vessel to travel forward.

Note: Remember to have an observer on the back deck until the boat is clear of the shore or dock and going 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 Odyssey.
- **Check your fuel gauges.**
- **Try again in fifteen minutes.** The engine may be flooded.

Note: Do not hold the key down for more than 30 seconds or you may damage the starter.

If the engine will not turn over

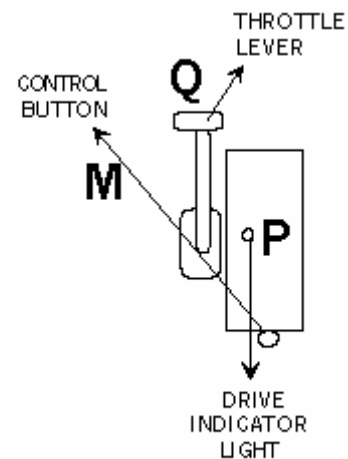
- **Check the charge level** of the start battery by turning the "Battery Selector Switch" to the number two position labeled "Start". If the charge level is 0, contact the marina.

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 to the flying bridge, follow the steps below.

To Transfer Control to the Flying Bridge

1. **Start the engine at the lower helm.**
2. **Place the control handle in neutral.**



3. **Go to the upper helm** (be sure the boat is not in danger of drifting into anything while you are moving from one location to the other).
4. **Press the control button at the helm on the flying bridge.** The drive indicator light will flash.
5. **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.

Tips and Tricks

- Maintain a 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. Be conscious at all times of the effect of the wind on the movement of the boat.
- 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. For sharp turns it is best to turn the wheel all the way before you put the boat in gear.
- Shift from forward to reverse or vice versa slowly. Shifting quickly can stall the electronic shifting unit.
- Remember that the houseboat turns from the rear, so in order to turn left you must have room for the rear of the boat to swing to the right. Stay far enough away from the levees so that you have room to maneuver.
- When approaching a dock, attempt to drive into the wind or the current, whichever is stronger.

- If you see that your approach to a dock is not working, back off in reverse until you have room to start all over again.
- 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

Beaching

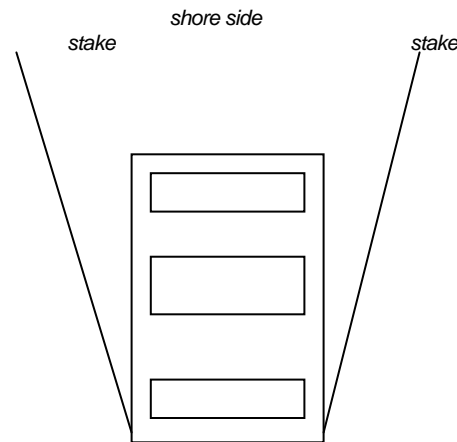
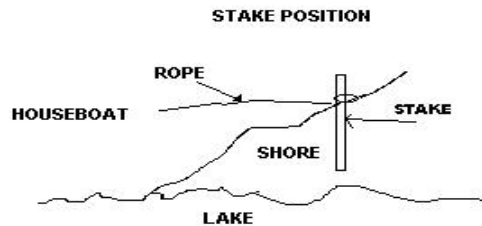
You must beach the houseboat every night 1 hour before dusk! There is no anchor provided because the lake is too deep in most places to properly anchor a houseboat. Beaching your houseboat properly, safely and securely is very important. If you follow these instructions you will find that beaching a houseboat is easy and fun.

- Choose a spot that is well protected from wind and waves and is away from ROCKS. Because the lake system has a good drop off, most areas that you will park at will be deep enough at the stern (rear) of the houseboat so that it will not damage the propeller.
- Make sure there are no sharp rocks that will damage the pontoons or the hull.
- Another consideration is the location of the sun. We recommend that you consider a shady spot, if available, for better operation of the refrigerator.

If the area checks out okay, approach the spot you have chosen at the slowest possible speed...900-1000 rpms. Make sure you approach the spot as straight as possible.

- When the front of the pontoons dig into the ground, leave the motor idling in forward. This will hold the houseboat to the beach while you pound in your stakes and tie up your ropes. (if the wind or waves start to turn the boat sideways – with your engine running at low rpm in forward gear turn your wheel in the same direction the back end of the boat is turning. This will straighten the houseboat out.) Hold in this position (straight) until a crewmember has secured the mooring lines around the stakes. **Make sure someone is at the helm until the boat is secure.** If your boat should turn sideways on the beach put the throttle in neutral. Try to push the back end of the boat out. Once the back end is far enough out. Put the engine in reverse and back up. Approach the beach again as straight as possible. If you are unable to back out because of the wind, you can turn the wheel into the beach and put the boat in forward. You will pivot the boat around until it is perpendicular to the shore. You may need a person on shore holding the front corner of the boat against the shore with a rope to perform this maneuver.
- ✓ Your stakes should be pounded in at a 45-degree angle away from both sides of your boat. **Be sure to pound them in at an angle away from the houseboat with no more than 12-14 inches showing above the ground.** Pull your mooring lines around the stakes and make a loop knot. Wrap around and knot 3-

4 times until the ropes are secure. **It is important to leave as little slack in your ropes as possible, the snugger the better. If one side is too loose, it could result in one side of the houseboat coming up against the shore, which could result in prop and pontoon damage.** After the ropes are secure push the knot as close to the ground as possible.



- ✓ The mooring lines are 'hard tied' to the boat, please **DO NOT REMOVE THEM.**
- ✓ After you have tied up and turned the engine off, make sure your key is in the off position. (A key left in the on position will drain your battery.)

PLEASE NOTE: DO NOT ATTEMPT TO BEACH OR LEAVE THE BEACH IN STRONG WINDS. WAIT IT OUT.

LEAVING AND RETURNING TO THE MARINA

- ✓ Leaving the Marina the boat will be driven out beyond the breakwater by a NMLM driver, and turned over to the designated captain. When returning to New Melones Lake Marina, please approach breakwater a NMLM driver will board and dock your houseboat. If there are no personnel in sight, call (209) 785-3300. It is a good idea to call ahead. 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.

STORM PROCEDURES

When a storm approaches you have two options:

- ✓ If you are near a safe and protected area before the storm hits, beach the houseboat. Make sure you have your ropes at a 45-degree angle to the side of your boat and your stakes are pounded in secure with no more than 12 inches of the stake showing. Tie up your ropes with as little slack as possible. If there is a cross wind, (if the direction of the wind is towards the side of your houseboat), and the force of the wind is putting unsafe tension on one of mooring lines, place the houseboat in forward gear and apply throttle to relieve the tension.
- ✓ If you are on the lake and the storm hits, stay out on the lake and ride out the storm. A houseboat is a very stable craft and will ride out any storm with a minimum of discomfort. The safest procedure is to head into the storm (with or against the roll of the waves) at a 45-degree angle and at about half speed. Keep the boat from turning sideways into the wind. This will minimize the side to side rocking motion caused by the waves. Continue to ride out the storm until it is calm enough to beach.

The Generator

The generator is the power source for the 110-volt system. The spa, air conditioner, 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 at the entertainment center. Let it run for a minimum of 5 minutes. **Be sure the Gen. Shore Power switch is OFF.**
2. **Press and hold the “On” and “Start” switch down.** These switches are located on the port side of the entertainment center. 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.**
4. **Make sure the power switch is turned to “Ships Gen.”** This switch is located in the lower port side of the electrical panel at the entertainment center.

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

First, turn the Gen Shore Power switch to OFF, then 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 at the entertainment center.

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 at the entertainment center.
- **Check the main breaker** on the left side of the generator.

Spa

The spa is cleaned and filled with water at the beginning of each voyage. The generator must be on to run the spa, and the corresponding switch for the spa labeled "Hot Tub" on the electrical panel at the entertainment center must also be on.

FILLING & DRAINING

The Hot tub has been filled for you. Should you want to drain and refill the hot tub use these instructions. Do not place any chemicals in the water, since it drains into the lake and chemicals could contaminate the water.

To Drain:

- ✓ Look under hot tub. Open the cabinet containing the hosing to the unit which is on the starboard side of the boat. Turn the large red valve so that it is parallel with the drain pipe, which opens the drain gate valve.

To Fill:

- ✓ When filling the hot tub the houseboat must be stationary and in deep water (preferably at the center of the lake), and the generator must be running. Turn the power switch for the hot tub on and the fill/circulate switch to fill.
- ✓ Make sure that the heater for the hot tub is turned off.
- ✓ The valve to fill and drain the hot tub is a gate valve; open is parallel to the pipe and closed is perpendicular to the pipe.
- ✓ To fill the hot tub, turn the red gate valve so that it is open, parallel to the piping.
- ✓ Fill the tub to within 4-6 inches from the top on the tub (this will take approximately 30 minutes or more).
- ✓ After the tub has filled, close the drain/fill valve.

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 spa 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. The hot tub water heater is located behind a small door just behind the port side of the hot tub.

Kitchen Appliances

The generator must be on to operate the dishwasher, trash compactor, galley outlets 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 appliances will not work

- **Turn** on the generator.
- **Check that the corresponding switch for the appliance you wish to use is on.**

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**" below

Heater

There are two sources of heat on the Odyssey: 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 at the entertainment center 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 at the entertainment center.
- **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 at the entertainment center.
2. **Push the On/Off switch 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 at the entertainment center.
- **Check the charge of the cabin batteries with the gauge** on the electrical panel at the entertainment center.
- **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 at the entertainment center. 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 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 on the side of the generator.
3. The breaker is located on the port side of the generator. Turn the switch off and then back on to reset the breaker.

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 heaters, the barbeque, the stove, and oven use propane. The Odyssey holds 32 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 switch labeled "Water Heater" off then back on.

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.

Barbeque

The barbeque can be lit 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 control panel or insert a lit match or an igniter stick into the hole at the side 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 Odyssey, a 100-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 Odyssey 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 at the Entertainment center 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 at the Entertainment Center 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 Odyssey. If one fails you can easily switch to the other. To do this, find the switch marked “Lake Water ” below the electrical panel at the Entertainment Center and flip the switch.

The Septic System

The Odyssey is equipped with a large sewage holding tank. Each boat is pumped out completely and the tank treated after each voyage. It may fill up after a few days. You may 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 accept 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.

Safety

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 Odyssey. 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 accessory box.

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) 785-3300

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) 785-3300
	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) 785-3300
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 faucets working	water not	Switch on electrical panel is off	Turn on switch
		Lake water pump dead	Flip lake water pump switch below electrical panel
Fresh faucets working	water not	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
		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) 785-3300. 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 New Melones Lake. Use it to keep track of your location. If a problem arises we will then be able to take care of it quickly.

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.