

Jones Valley Resort

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Voyager II

Operating Manual



Experience Nature's Quality Escape

<http://www.houseboats.com/shasta>

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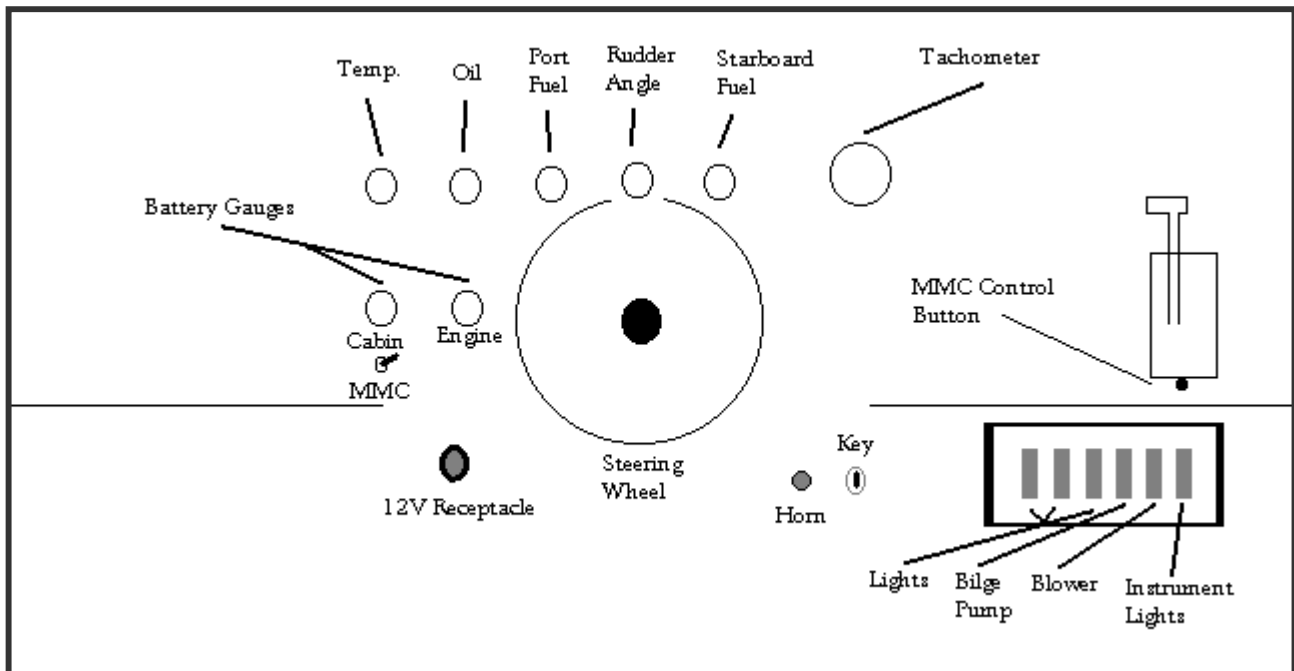
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Starting the Boat

Starting the engine is an easy process.



To start the Voyager II

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 switch on the helm. Let it run for a minimum of 5 minutes.
3. **Turn off the blower.**
4. **Turn the key clockwise one click** and an alarm will sound. Wait a minimum of three beeps to allow the control box to activate.
5. **Push the throttle lever on the control box forward one click.**

6. **Press the control button.** This will deactivate the alarm, and the drive indicator light will flash. While the drive indicator light is flashing, you are in neutral and the propeller is not spinning.
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. The drive is now engaged and the propeller is spinning.
4. 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 Voyager II.
- **Check your fuel gauges.**
- **Try again in fifteen minutes.** The engine may be flooded.

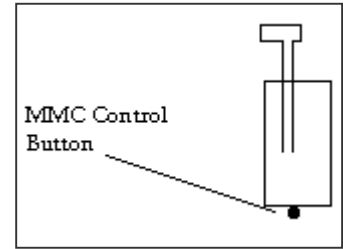
Note: Do not hold the key down for more than 30 seconds or you may damage the starter.

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 and clear of any other boats. 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. **Put the drive in neutral at the flying bridge** by pressing the control button and shifting the throttle lever forward to the first indent. 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.

Tips and Tricks

- Maintain a slow, safe speed
- Always be on the lookout for debris in the water. If debris 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. 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 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 when in heavy traffic

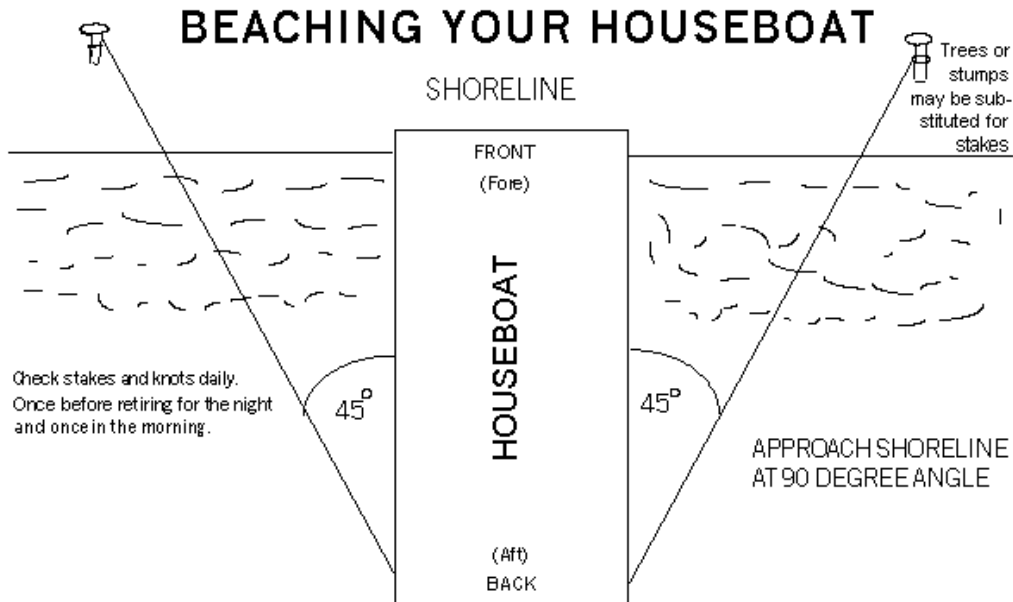
Beaching Your Houseboat

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 houseboat 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 so rocky that you won't be able to hammer your stakes into the ground
2. Proceed at idle speed straight at the shore. Use reverse to soften the landing
3. After landing, throttle forward at about 1,000 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 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-beach the houseboat and retie the lines.



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 1,000 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 near 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 the 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 pay for your fuel and any other charges you have incurred at the marina store.

The Generator

The generator is the power source for the 110-volt system. The microwave, air conditioners, dishwasher, and trash compactor all run 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 port side of the entertainment center. Let it run for a minimum of 5 minutes
2. **Press and hold the “On/Start” switch down.** This switch is located on the port side of the entertainment center. When the red light illuminates, the generator is on. 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 “Start” 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 entertainment center.

Air Conditioners

The controls to the air conditioner are located on the unit themselves in the hallway, above the dinette, and in the salon of the penthouse. 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.

If the air conditioner will not start

- **Make sure the generator is on**

- **Check the breaker in the fore bathroom**
- **Check the main breaker** on the left side of the generator.

Kitchen Appliances

The generator must be on to operate the microwave, dishwasher, trash compactor, and the galley exhaust fan.

If an appliances will not work

- **Make sure the generator is on**
- **Check that the corresponding breaker for the appliance you wish to use is on**

Heater

There are two sources of heat on the Voyager II: the air conditioners and a propane heater. The air conditioners require the use of the generator. The propane heater does not, therefore it is more economical for you to use.

To use the air conditioner to heat your boat

1. **Turn on the generator**
2. **Set the air conditioner control to heat**
3. **Set the thermostat to the desired setting**

If the heater on the air conditioner will not turn on

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

To use the propane heater

- See the chapter "Propane System" below

Main Breaker

There is a main breaker located on the generator. This breaker controls the AC system. If this breaker trips, the dishwasher, trash compactor, air conditioners, 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. The **water pumps, entertainment center components, and lighting system** use DC power. The generator **does not** have to be on to run these. However, if the cabin battery loses its charge, these appliances will not work until the generator is started and allowed to recharge the cabin battery. A red light on the inverter panel will flash if the cabin batteries lose their charge.

If an appliances will not work

- **Check that the corresponding breaker on the electrical panel is on.**
- **Check the power level of the cabin battery on the inverter panel located on the port side of the entertainment center.** If the amperage is at or below 10, start the generator and allow it to charge the cabin battery
- **Check to see if there is a red light flashing on the inverter panel.** If so, start the generator and let it run until yellow light under “Float Charge” comes on, then shut off the generator

Satellite TV System

The inverter must be on to operate any of the components at the entertainment center.

To watch Satellite TV

1. **Turn on the inverter** located on the port side of the entertainment center
2. **Turn on the “AC Main”, the “TV/Stereo”, and the “Entertainment Center” power switches** also located on the port side of the entertainment center
3. **Turn on the TV**
4. **Turn on the Stereo Receiver**
5. **Press the “TV/SAT” button on the Stereo Receiver**
6. **Turn on the Satellite TV Receiver**
7. **Press the menu button on the remote control unit for the Satellite Receiver**
8. **Press “6” for “System Setup”**
9. **Press “1” for “Installation”**
10. **Press “1” for “Point Dish/Signal”**
11. **Make sure the system is tuned to satellite 119.**
 - i. **If not use the arrow keys to highlight satellite 119 and press “select”**
12. **Point the satellite dish at 158**

- 13. The stereo receiver will sound intermittently; rotate the satellite dish from side to side in small increments until the stereo receiver sounds a solid tone; your system is now locked on to the satellite; the higher the pitch of the tone, the better the signal**
- 14. Make sure the signal strength (displayed at the bottom of the TV screen is at least 70%**
 - a. If you cannot achieve at least a 70% signal strength try rotating the satellite dish slightly, if that does not work, you will have to move your houseboat to a location more open to the south eastern sky**
- 15. With a signal strength of 70% press “View” on the remote control for the Satellite Receiver**
- 16. Your system is now locked on and set up. You may now select your desired channel**
- 17. Remember that every time you move your houseboat, you will have to duplicate the steps above**

4 The Propane System

The water heaters, barbeque, heater and the range use propane.

Heater

There are two sources of heat on the Voyager II: the air conditioners and a propane heater. The air conditioners require the use of the generator. The propane heater does not, therefore it is more economical for you to use.

To use the propane heater

1. Push the On/Off switch under the control unit to the right.
2. Set the thermostat to the desired setting.

If the propane heater will not turn on

- Check the breaker for the Heater on the electrical panel in the fore bathroom.
- Check to see if you are out of propane by trying to light the stove.

To use the air conditioner

- See the chapter “AC System” above

Cabin Water Heater

The water heater for the cabin is automated. Turning the switch on at galley sink turns on the water heater.

If there is no hot water in the cabin

- Turn the switch labeled “Water Heater” off then back on.

Barbeque

The barbecue can be lit automatically or manually.

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 right hand side of the BBQ 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 Voyager II, a 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 Voyager II 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

- 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 the charge level of the battery at the inverter panel on the port side of the entertainment center.
- Flip the switch below the sink.

Water Slide

Be sure to 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 the charge level of the battery.
- Flip the switch below the sink.

The Septic System

The Voyager II is equipped with a 700-gallon black water tank. Each boat is pumped out completely and the tank treated after each voyage. It should not fill up within a week’s

use. There should be no need to return to the marina for a pump out unless the system becomes plugged. There is a \$65. an hour labor charge to clear plugged systems.

Head

To flush the toilet, 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 smell bad. 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. If the system plugs 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. 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 be evident. To eliminate the odor, fill and flush the effected toilet 10 times. This will partially knock down the solid waste 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 temporarily 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 10 minutes.
- 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 next to the trash compactor. In an emergency display the flag on your houseboat where other boaters can see it.

Fire Extinguishers

There are 4 fire extinguishers on the Voyager II. There is one located at the lower helm, one in the galley, one on the back deck, and one in the penthouse. To use, pull the pin and aim at the base of the flame.

Life Vests

The life vests are located under the salon seats.

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 the water.

First Aid Kit

The first aid kit is located in the drawer next to the trash compactor.

CO² Detector

This detector is located at the entertainment center. If the alarm sounds, shut off the engine and generator, account for each person on the boat, open up all the doors and windows and call the marina immediately. (530) 275-7950

Trouble Shooting

Problem	Possible causes	Possible Solutions
Engine will not turn over	Dead battery	Contact Marina (530) 275-7950
	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 (530) 275-7950
Generator will not turn over	Dead battery	Call the marina
Generator will not start	Tank feeding generator near ¼ tank full.	Check gauge; switch tanks if needed
Generator starts then dies	Flooded carburetor	Wait 15 minutes; try again
Refrigerator will not get cold	Battery charge is too low	Turn on generator
Lake water faucets not working	Lake water pump dead	Switch lake water pump below galley sink
Fresh water faucets not working	Breaker on electrical panel is off	Turn breaker on
An appliance is not working	Generator is off	Turn generator on
	Corresponding breaker on electrical panel is off	Turn on corresponding breaker
	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 (530) 275-7950. 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 watercraft.