



27' and 33' Quick Reference

- **WINDLASS (if equipped)**
 - Remove safety lanyard from chain at the bow, turn on WINDLASS POWER SWITCH near helm. Cleat off rode after anchor is set, to remove stress from windlass motor.
 - If windlass does not work, RESET circuit breaker inside the console if tripped.
- **ENCLOSURE**
 - Only CLEAN with EZ2CY cleaner or water.
- **FUELING**
 - **Capacity** – 27' = 178 gallons ---- 33' = 158 gallons FWD, and 192 gallons AFT
 - DO NOT top off or force fuel in, leads to overflow from the cap after expansion. The fuel gauge will read FULL the first time pump kicks off.
 - Avoid getting fuel into the vent. Use BLOW TUBE to clear vent line if required (use same blow tube to clear **Fresh Water Tank** vent line if required).
 - Add fuel slowly or fuel will kick back.
 - Leave the fill cap(s) open for a minute to allow vapors to gas off.
 - **(33' ONLY)** Each engine has a fuel tank selector valve located in the AFT lazarette, and can be run off either tank. Best to leave 1 engine on FWD and 1 on AFT for even fuel burn.
- **FUEL GAUGE**
 - **(33' ONLY)** PORT fuel gauge is FWD tank, STARBOARD fuel gauge is AFT tank
 - Fuel gauge will automatically display the correct amount of fuel after fueling.
- **MERCURY CONTROLS SUPPLEMENT**
 - 1 LEVER button on throttle allows both engines to be controlled using only 1 throttle handle
 - DOCK button limits the MAX RPM of engines to reduce sudden movement and allow more travel of the throttles when maneuvering
 - TAP the fuel gauge to display FUEL USED
 - To RESET FUEL USED, hit the MENU button (9 dots) in the top left corner of the screen. Hit SETTINGS (gear icon), select Fuel, Fuel Used, then hit RESET on lower corner of screen
 - To access ENGINE HOURS, and other vitals, tap the MERCURY bar on the left of the screen. The bar will pop out, then tap MAINTENANCE
 - To check engine oil, PUSH small door on top of cowling to open, pull dip stick.
- **STARTING ENGINES**
 - Turn keys, traditional ignition. You do NOT have to hold key in START position
 - If you attempt to START the engines while already running, they will shut off
- **STEERING**
 - Check fluid level of power steering pump periodically, use only Mercury Power Steering Fluid
 - Check behind the helm, at each steering cylinder, and in the pump room for signs of leak. If found, tighten fitting.
 - In the console, ABOVE the batteries, there are (2) 80 A circuit breakers for the power steering pump. They can always be left ON. If power steering does not work, check breakers
 - **If Optimus** system: Check 2 circuit breakers inside console, ABOVE batteries, add Optimus EPS fluid to both reservoir's located in pump room, refer to quick reference card for Limp mode.

- **SWIM PLATFORM**
 - Do NOT use swim platform if engines are running.
 - 3 step ladder is under platform. Do not move unless ladder is retracted and secured.
- **BATTERY SWITCHES/BATTERY MANAGEMENT**
 - Place the ENGINE and HOUSE battery switch to ON. This is the only position necessary for normal conditions. Turn both switches OFF when vessel not in use.
 - If the HOUSE bank gets depleted, all HOUSE items will automatically shut off (electronics, lights, accessories) to preserve engine start ability. To restore the house, START the engines. Put BOTH battery switches on COMBINE, run the engines over 2000 RPM for 10 minutes or more. Put BOTH switches back to ON, the HOUSE bank will remain on and continue to charge.
 - DO NOT leave the battery switches in COMBINE unless you want to kill ALL the batteries.
 - Individual circuit breakers are located inside the console. If tripped, push IN to reset.
- **HELM SWITCH PANEL**
 - DIMMER switch controls back lighting of the switch panel. Holding the switch down will dim the lights, and eventually turn them off.
 - SPREADER, DECK, and COURTESY lights can be Blue or White, and dim. When you turn the switch on, the light will start WHITE and increase in brightness. At any point during this cycle, you can stop it from getting brighter by turning the switch quickly OFF, then ON. Light will remain at that brightness until the switch is cycled
 - If you turn the switch OFF then ON again, the light will change to BLUE and repeat the brightness cycle.
- BAITWELL PUMPS and SALTWATER WASHDOWN require opening the seacock in the pump room.
- Bilge pumps are fully automatic. Ensure green light on top of float switch is ON
- **OPERATING HEAD & HOLDING TANK (if equipped)**
 - Turn on FRESHWATER pump switch.
 - Gray rocker switches near toilet operate flushing.
 - Bottom left to fill the bowl, bottom right to drain water.
 - Top switch to flush and rinse.
 - Holding tank can be pumped out via deck fitting located aft near splash well.
 - Overboard discharge controlled by black oval pad. WASTE MACERATOR switch near helm must be ON. Press and hold EMPTY ARROW on oval pad to pump overboard. Press the LEVEL on oval pad to ascertain how much waste is in tank.
- **FLUSHING ENGINES**
 - Do not start engines. Attach hose directly to power head. Pop out flush port located on the port side of each engine under black plastic twist cap.