



ISO 9001 CERTIFIED COMPANY

Pelletized Radiator Stop Leak

Part #: 31191

325 mL

Pelletized Radiator Stop Leak

Rislone® Original Rhizex® Pelletized Formula Heavy Duty Stop Leak seals internal, external and coolant-to-oil leaks. It is specially formulated to seal larger leaks better than other stop leak products. Works safely and effectively on plastic, aluminum and metal radiators, heater cores, blocks, heads, gaskets and freeze plugs. Water Pump Lube lubricates water pump seal and inhibits the formation of rust and scale. Compatible with both conventional silicate-based and extended life (OAT/HOAT) antifreeze, all types and colours. Can also be used in straight water.

Protects the Entire Cooling System

Stops Current and Future Leaks

Inhibits Rust and Corrosion

Lubricates Water Pump Seal

Helps Control Electrolysis

Use on Car, Trucks, Vans SUV's & RV's

Rhizex Pellets Dissolve in Minutes to Seal Radiator & Other Cooling System Leaks



DANGER: Opening the cooling system while the engine is hot or running may cause severe burns.

NOTE: Cooling systems that are dirty or partially clogged should be flushed before usage.

INSTRUCTIONS:

- 1) Allow engine to cool so radiator cap can be safely removed.
- 2) Shake well and pour directly into radiator. Do not pack pellets in radiator. Pellets may be pre-dissolved if necessary by putting them in hot water. **Note:** If you don't have access to radiator, remove top hose where it connects to top of radiator and install product in hose. Reattach hose and tighten clamp.
- 3) Fill radiator and overflow tank to proper level, reinstall radiator cap and drive or idle engine for 15 to 30 minutes.

Leave Rislone in cooling system for preventative maintenance. Use once a year to help guard against future leaks

DOSAGE:

Use 1 bottle for 6, 8 and 10 cylinder gas or diesel engines. For 3, 4 and 5 cylinder engines, use ½ of liquid and pellets. One bottle treats systems up to 15 liters.

For larger systems use one bottle for every 12 liters of cooling system capacity.