## **K-Seal Instructions**

For cooling systems up to 20 litres capacity (cars, vans, LCVs) use the standard K-Seal (236ml). For larger cooling systems (HGVs, coaches etc) use K-Seal HD (472ml).

1. Shake the bottle vigorously for 30 seconds and add the entire contents to the radiator or header/expansion tank. If adding to the radiator do not pour directly onto the radiator core. (For very small cooling systems e.g. motorbikes, it is possible to add just part of the bottle but you must make sure that the contents are extremely well mixed first.)

It does not matter if you add K-Seal to a cold or hot engine but take care when working with a hot engine as the cooling system will be under pressure. Also K-Seal is compatible with all types of antifreeze / coolant and is not affected by any other additives that may already be in the cooling system. If you are concerned that the coolant flow may already be restricted we recommend cleaning / flushing the cooling system prior to adding K-Seal.

2. Once K-Seal is in the cooling system run the engine up to operating temperature so that coolant is flowing freely around the cooling system. The quickest way is to take the vehicle for a gentle drive otherwise leave the engine idling until the temperature gauge reaches the normal level. The K-Seal flows together with the coolant and when it reaches the leak will then flow through the hole or crack and make a repair.

3. After K-Seal has made a repair it is not necessary to leave it in the system because the repair is permanent. You can either choose to replace the contents of the cooling system or leave the original K-Seal mixture in the system.

If you have an over-pressurising cooling system then please read our troubleshooting guide first.



IMPORTANT: Please use extreme caution when working on a hot cooling system as hot coolant and gases could cause injury. If in doubt please consult a qualified mechanic.

For further information please contact Kalimex Ltd. Tel: 01273 891162 ~ Email: <u>enquiries@kalimex.co.uk</u>