



ISO 9001 CERTIFIED COMPANY

Super Leak Fix™

Part #: 41350

235 mL (8 fl oz)

Clutch Fluid with Stop Leak

Rislone Clutch Fluid with Stop Leak is formulated to seal leaks in the clutch master cylinder, clutch slave cylinder and clutch hose / line O-ring fitting connections. Use to stop current leaks, or as a preventative maintenance before leaks start. Premium seal renewing additives are designed to stop seal and O-ring leaks caused by normal wear and age.

- World's Most Trusted Stop Leak Brand Since 1921
- Safe and Easy To Use / Will Not Harm Seals
- Works In All Hydraulic Clutch Applications
- Trouble Free Shifting
- Increase Clutch Life
- Full Synthetic Formula
- Mixes with All 3 & 4 Clutch Fluids

Helps with small leaks (if you need to add fluid 1x per month) and medium leaks (if you need to add fluid 1x per week). For some leaks, it is recommended to continue topping off (filling up) fluid with Clutch Fluid with Stop Leak over multiple days, until leaks are sealed. Fluid is dyed green to make it easier to see when the leak has stopped, and to see that it has mixed with the rest of the clutch fluid.



Caution

Do not use in Hydraulic Brake Systems.

Warning

Do not spill on painted surfaces.

Instructions For Use

With engine off, clean area around clutch fluid reservoir and remove cap. Shake bottle well, and fill reservoir to proper level. Do not overfill. Use instead of regular fluid to restore fluid level and seal current & prevent future leaks from happening. Leaks usually stop in 250 Kilometers, or 3 days of driving. In seriously worn clutch hydraulic systems, a second treatment may be required. In this case, it is suggested to drain the clutch fluid and install full bottle of Clutch Fluid with Stop Leak. Bleed system as needed to remove any trapped air. If leaks continue, mechanical attention is needed and replacement of seal or parts may be required.

Note

Store Clutch Fluid in tightly closed original bottle. Keep bottle clean and dry. Do not refill bottle and / or use for other liquids.