

Bio-Valve Lube™ Gas Conditioner

Biobased Upper Cylinder Lubricant and Fuel Conditioner (For Off-Highway Use Only)

Bio-Valve Lube™ Gas Conditioner is a biobased, highly concentrated upper cylinder lubricant and gas conditioner designed to replace lead additives and reduce valve seat, ring, and upper cylinder wear in off-road engines. Approved by the EPA for off-road and marine applications, this formula improves engine performance, enhances fuel economy, reduces emissions, and protects engine components from corrosion—during both use and storage. Ideal for use in high-RPM or high-load engines operating in forestry, marine, construction, and recreational equipment.

Benefits

- Extends engine life and prevents valve seat recession
- Increases fuel efficiency and power retention
- Lubricates piston top ring area and reduces wear
- Cleans injectors and carburetors; dissolves resins and varnish
- Reduces sludge and combustion chamber deposits
- Enhances spark plug life and reduces pollutants
- Compatible with leaded, unleaded, alcohol, and blended fuels
- Safe for use with catalytic converters
- Protects valves and fuel system components in storage
- Cost-effective preventative maintenance solution

Application / New Filling

Recommended for:

- 2-cycle and 4-cycle off-road engines
- Marine engines, forestry, lawn and garden, recreational, and agricultural equipment
- Suitable for use in weed whackers, mowers, snowmobiles, ATVs, outboards, pumps, and generators
- Use as a lead replacement additive in gasoline-powered off-highway applications only

Directions for Use:

- 1 quart treats 125 gallons of gasoline
- 1 gallon treats 500 gallons of gasoline
- 5 gallons treat 2,500 gallons of gasoline
- 55-gallon drum treats 27,500 gallons of gasoline

STABILIZED™
by Renewable Lubricants

Specifications and Approvals

- Approved by the EPA for off-road engine and marine applications
- Proprietary formula – Renewable Lubricants, Inc.
- Trademarked and copyrighted by Renewable Lubricants, Inc.
- Not for on-highway vehicle use