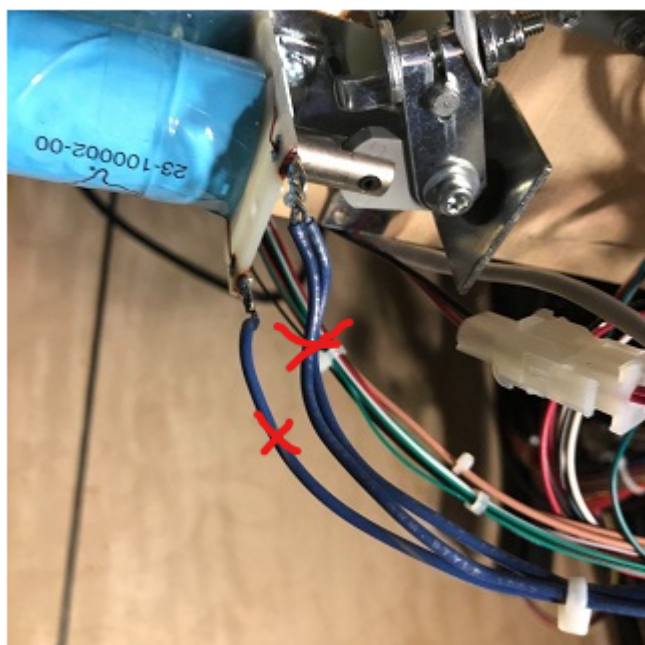
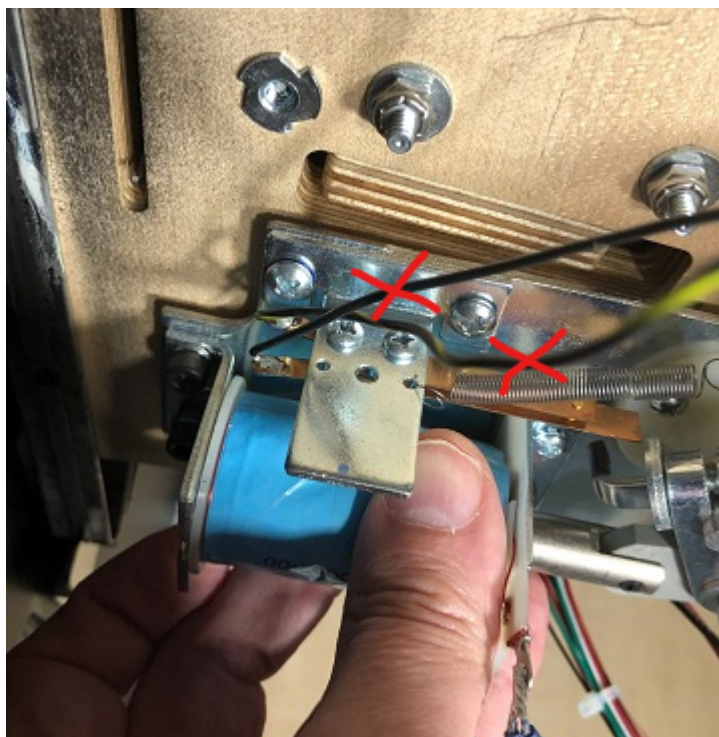
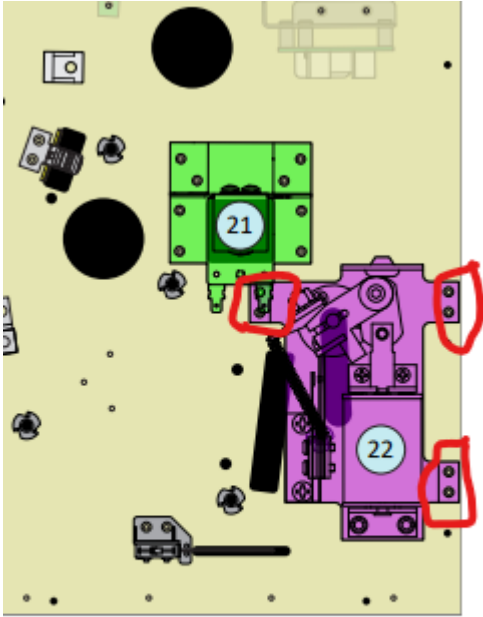


Okay so I opened up my game and took the assembly off of my playfield so that I could document it for you with some pictures etc.. I tend to overcomplicate things and make them seem more difficult than they are so keeping that in mind here, the job involves only a couple of major points: remove the six screws that hold the plate to the playfield BUT don't loosen or mess with any other screws or adjustments and BEFORE you take it off, make sure that your coil and switch wires have enough slack that lowering it will not be a problem (there is plenty of wire there but unlike my prototype game, you wires will be "dressed" with tie wraps which you may need to carefully cut to free up enough wire slack).

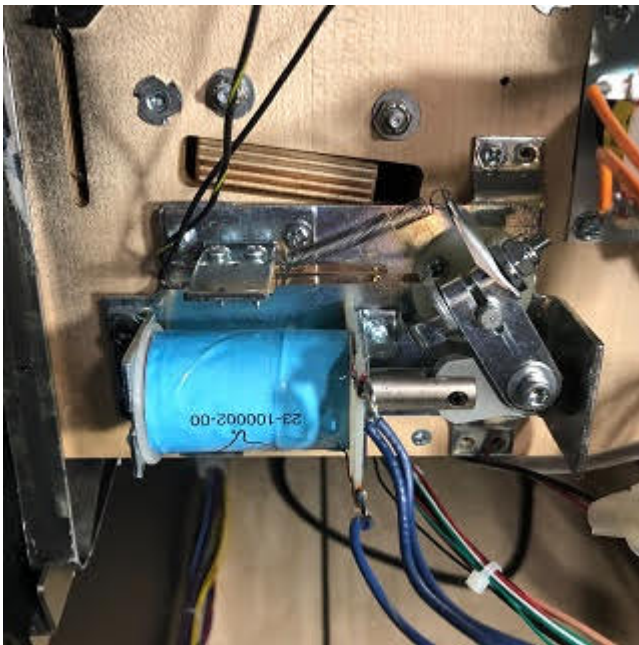
First off, what I mentioned above about switch and coil wires having enough slack. Here are the switch and coil wires:



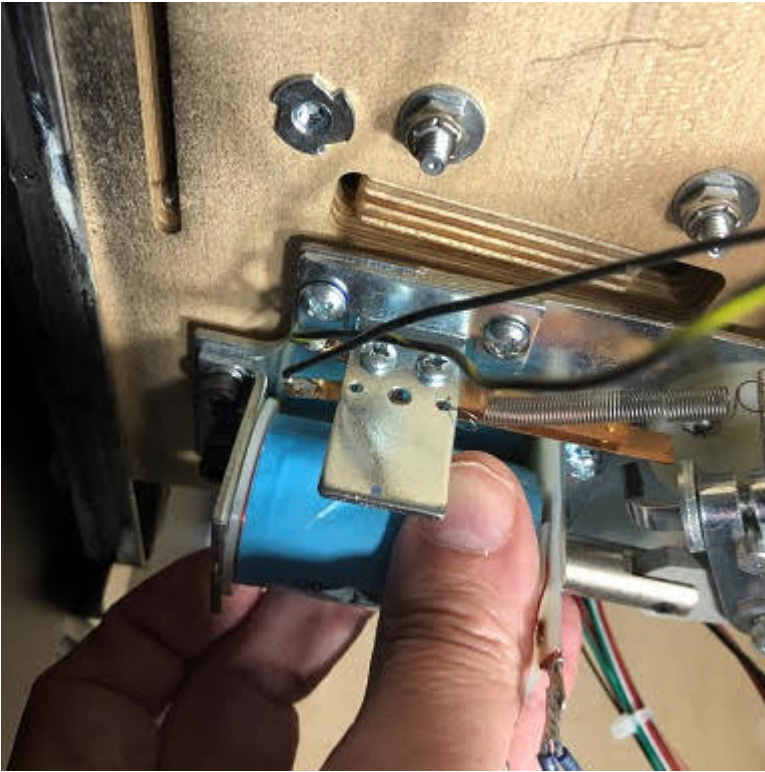
Here's where the mechanism is located on the playfield with the six mounting screws circled:



And this is what it looks like:

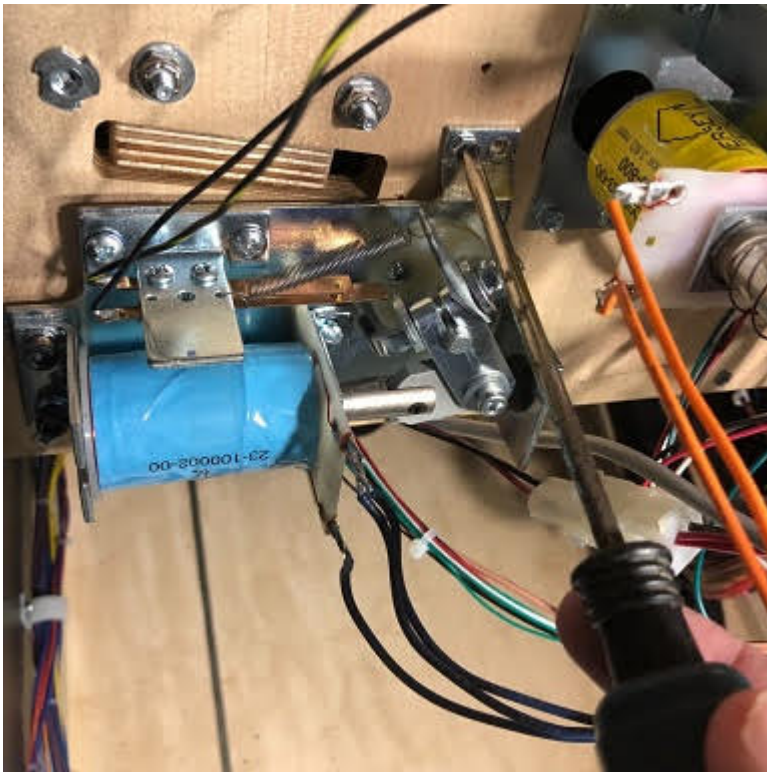


Note that I have already removed 5 of the six mounting screws in the above picture. You need a #2 philips or a 1/4" nutdriver to remove them, and remember that once you start loosening the last one, the mechanism will want to fall down so make sure that you hold it.

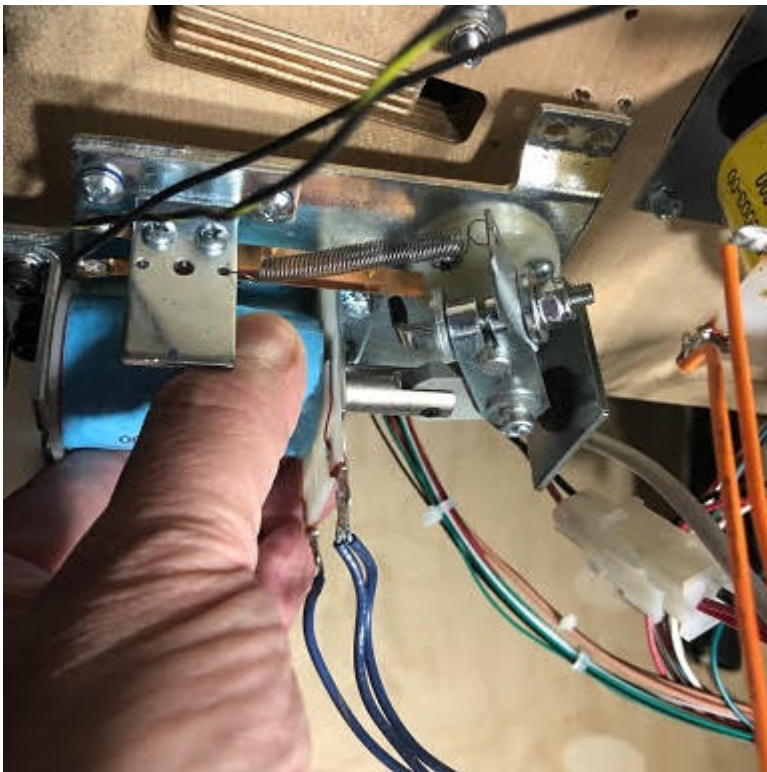


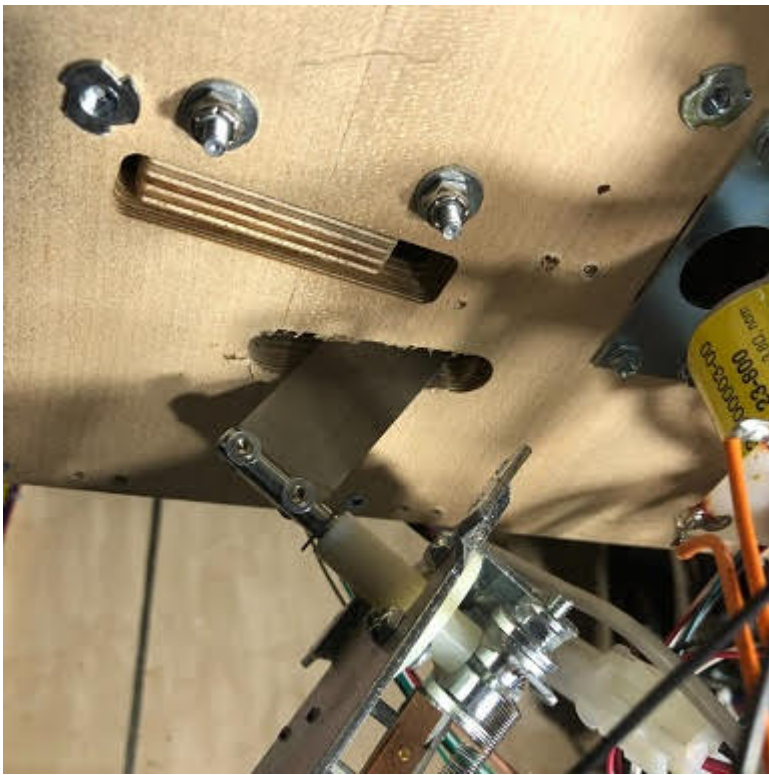
This is what the screws look like:

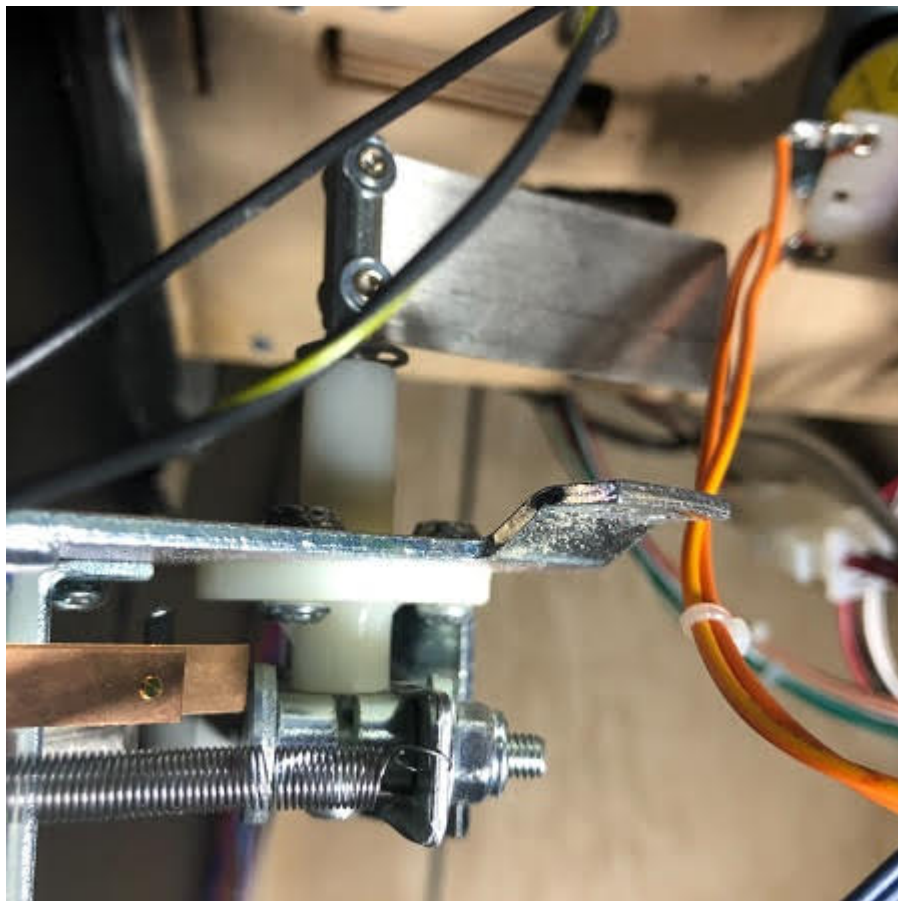




Carefully lift it down off of the playfield. The slot is slightly shorter than the diverter flag - yours may be missing so what I am saying here may only apply when you go to re-install the mech. - so you have to angle it a bit to get it out of the hole:





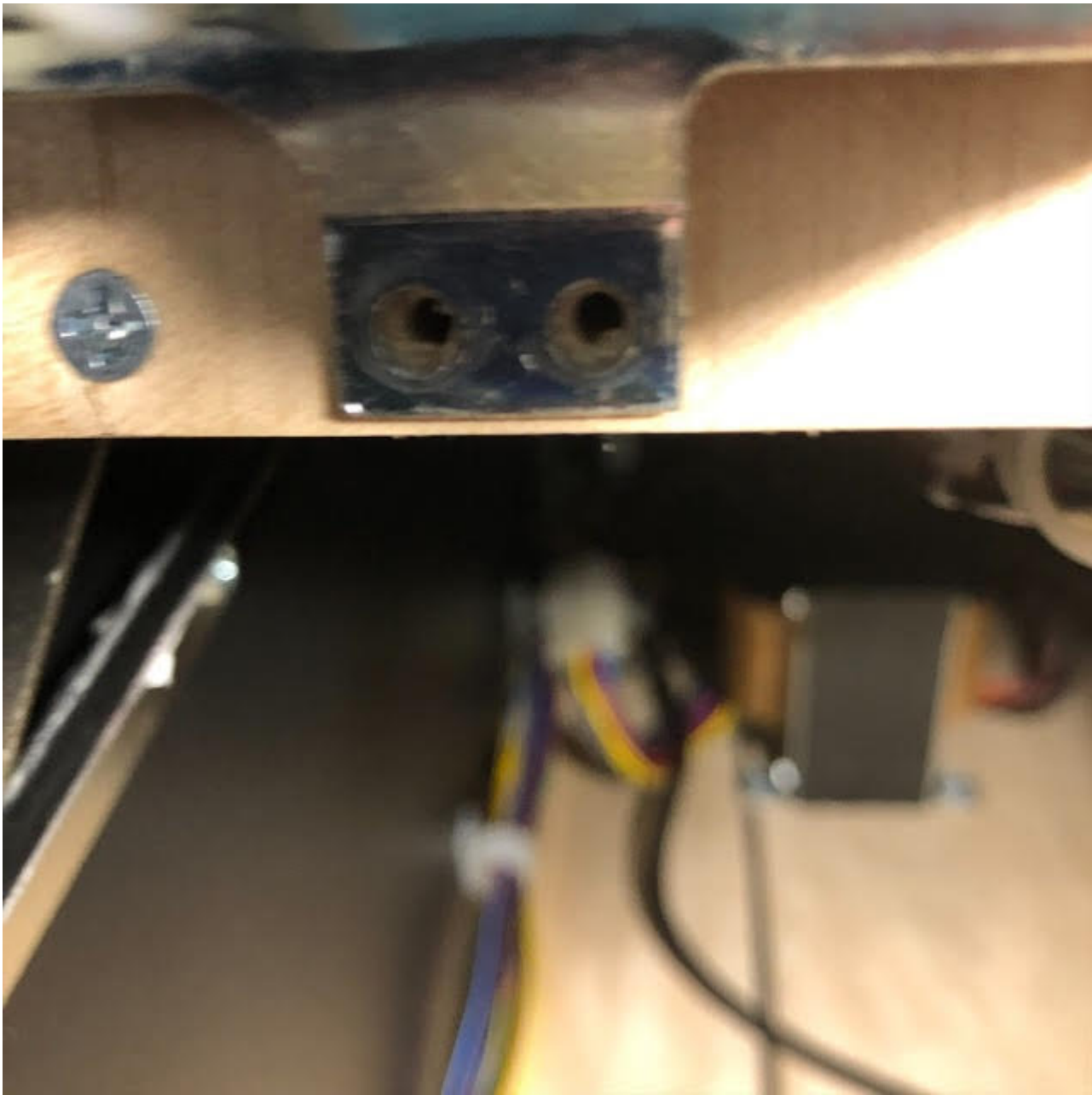


DISCLAIMER - my game is a prototype - your screws will look different (reference the drawing).

If your flag has fall off completely, it must be laying somewhere nearby. If you can't see it, you may be able to hear it move when you lift the playfield or find it with a magnetic screw driver or telescoping magnet if you have one. If it is off completely you will have to find the other screw also (like the one you found - look around in the cabinet bottom).

As long as you don't mess with anything other than the mounting screws, the adjustment of the crank and pawl and position of the diverter post should all be okay and should stay okay once you put the mechanism back in place. When you are putting it back into the hole, just angle the flag toward the back of the cabinet a bit as you go up - this will get it into the correct position on the OUTSIDE of the inner flat rail along the top orbit. The flag has to be free to swing out and deflect the ball as it is traveling around the back orbit on the playfield. As you are positioning the feet of the plate to line up exactly with the screw holes, you can give a quick crank to the bottom mechanism (like you did simulating the coil firing in the video you sent me) and you will be able to make sure the mechanism is free to open and close the diverter properly.

Here are closeups of the screw holes at the bottom. You will be able to gently feel the mechanism "settle" into the correct spot once you are pushing it up against the playfield wood but before you tighten the screws, make sure all 6 holes are lined up straight:





I forgot to mention - I don't know if you have any blue loctite - I can order you some via amazon if you want - but it would be worth putting that on the screw threads of the flag - those two screws only not any others - in case it is missing or applied in an insufficient amount.

The trickiest part for you, which I couldn't show here, may be to find the diverter flag in the first place and the other screw. I'm guessing that the flag is completely off although I suppose you may find it still loosely attached by one screw once you delve into it.

I hope I didn't make it sound too complicated but hopefully this helps.