

## ORBIT SDTM FIX

- TOOLS NEEDED: 1/4" NUT DRIVER, 11/32" NUT DRIVER, PHILLIPS SCREWDRIVER.
- TAKE CAUTION NOT TO SCRATCH OR DAMAGE PLAYFIELD!
- IF YOU THINK THIS IS ABOVE YOUR ABILITIES SEEK A PROFESSIONAL TO PERFORM THIS!

### 1. POSITION PLAYFIELD ON THE SERVICE STANDS



### 2. REMOVE THIS UPPER PIECE OF PLASTIC BY LOOSENING THE 2 PHILLIP SCREWS.



3. REMOVE THE SCREW HOLDING DOWN THE WIRE RAMP FEEDING THE LOWER CATAPULT



4. REMOVE THIS SCREW





5. LOOSEN THIS SCREW AND REMOVE 2 – 11/32 ACORN NUTS CIRCLED.



6. REMOVE THE PLASTIC MILK CAN AND PLASTIC ASSEMBLY



7. REMOVE THESE 2 – 1/4" SCREWS



8. REMOVE THIS 1/4" SCREW





9. CAREFULLY LIFT UP ON THE METAL BALL GUIDE AND MOVE TOWARDS THE CENTER OF THE PLAYFIELD



10. BEND THE BALL GUIDE JUST NEXT TO THE LEFT MOUNTING TAB, BEND IS EXAGGERATED FOR THE PICTURE.





11. REPLACE THE 1/4" SCREW CLOSEST TO THE POST, MAKE SURE THE BALL GUIDE IS TOUCHING THIS POST. CAREFULLY APPLY PRESSURE TO THE BALL GUIDE SO YOU CAN REPLACE THE SECOND 1/4" SCREW FROM THE RIGHT AND TRY TO STRAIGHTEN OUT THE BEND BEFORE FULLY TIGHTENING THE SECOND SCREW. NOW REPLACE THE THIRD 1/4" SCREW, YOU MIGHT HAVE TO APPLY PRESSURE ON THE BALL GUIDE TO LINE UP THE SCREW HOLE. THE FINAL GOAL IS TO HAVE THE BALL GUIDE TOUCHING THE POST ABOVE THE MILK CAN LOOP.

TEST THE ORBIT BY CAREFULLY REINSERTING THE PLAYFIELD BACK INTO THE CABINET, THROW A BALL INTO THE ORBIT FROM THE RIGHT SIDE, HOLD THE LEFT FLIPPER UP AND WATCH WHERE THE BALL HITS THE FLIPPER BAT. IDEALLY THE BALL WILL HIT IN BETWEEN THE MIDDLE TO 3/4 OF THE BAT.

IF DESIRED OUTCOME IS REACHED REASSEMBLE THE GAME OTHERWISE RETWEAK THE BALL GUIDE AND RETEST UNTIL OUTCOME IS REACHED.

