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Nintendo
ENTERTAINMENT SYSTEM

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Bandai Golf: Challenge Pebble Beach with its beautiful seaside view, varying wind conditions, different club and shot selections is a super-realistic golf game that brings real golfing challenges to your NES. YOU can control the ball’s flight, direction and spin through different shot and club selections. The course has challenging geographical features including slopes, rises, bunkers, and water hazards (including an ocean)!

The game screen gives you both a bird’s-eye view and a cross-sectional view of each hole, and both are displayed at the top of the screen. Two different close-ups are used for the greens and their surroundings. The accurate display of the course obstacles are vivid and real. Bandai Golf: Challenge Pebble Beach is a full 18 hole course for 1 or 2 players. Each player can input their individual handicaps and has the option of teeing off from either the back tee (for real pros) or the regular tee.
Control Pad

START Button

SELECT Button

A Button

B Button
How to Operate the Controller

**A Button**: Push to enter selections, and continue to next hole, for select window to view close-ups of the green, push to hit ball:
   (1) Start backswing.
   (2) Start downswing.
   (3) Impact ball.

**B Button**: Use in “Course” and “Shot” modes to return to select window.

**Control Pad**: Push up and/or down for tee, handicap, club, and 1–2 player selections. Push left and/or right to view course, select type of shot, select number column in “Handicap Mode,” and to select ball direction.

**Start**: Push to begin game.

**Select**: Not used.
How to Play the Game

Start
Title Screen
Push Start
1 Player 2 Player selection
Choose 1 or 2 players by pushing the control pad up or down.
Push A to enter selection.
Regular tee selection
Select tee position by pushing up or down on control pad.
Push A to enter selection.
Back tee selection
Handicap

Players choose handicaps on their own controllers.

Select handicap by pushing up or down on pad.
Push pad left or right to select number column.
Push A to enter handicap selection.

*36 is the highest handicap.
1 PLAYER
2 PLAYERS

HANDICAP
AP 35

Score card
Screen  *Handicap will appear in the player’s handicap slot. Push A
Indicator  or B to move on.
Hole scene indicator (a picture of the hole where the ball is located will
appear).
Push A to move on.
*Select window (will appear in cross section view at top of the screen).
SHOT—club and direction selection.
COURSE—pan shot of whole course.
SCORE—score card screen.
Select green by pushing up or down on pad.
Push A to enter decision.
<table>
<thead>
<tr>
<th>NO.</th>
<th>DISTANCE</th>
<th>ROLL</th>
<th>PAR</th>
<th>HDC</th>
<th>1P</th>
<th>2P</th>
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</tr>
<tr>
<td>Total</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>24</td>
<td>36</td>
</tr>
</tbody>
</table>
**COURSE Window** (When you select COURSE).
Push left or right to move course in direction you want to view.
Push B to return to select window.
Push A for close up of course.
Close up of surrounding area of green (still shot).
Push A to move on.
Push B for select window.
Close up of green (still shot).
Close up of the grain of the turf on the green.
Push B for select window.

*SCORE*
When you choose score card mode, score card screen will appear.
Player’s most current score will appear.
Push B for select window.
**SHOT Screen**

When you choose this screen, club and direction screen will appear.
Push up and down on control pad to select club. (CLUB Indicators)
* Putter cannot be selected when teeing off.
Push left or right for ball direction.
Push A to enter selection.
Player and swinging bar will appear.
Move control pad left or right to pick type of shot.
* The A button is used to control shot.
Push A to start backswing.
Push A again to choose size of swing. (club stops, starts downswing)
Push A again to hit the ball.
* The height of the ball is determined by where contact is made on
the ball.
Note: You may push B (before hitting the ball) to return to the select
window, so that you can change club or shot direction.
Screen indicator will show ball's condition, position, and remaining distance to the hole.

1. Fairway  
2. Rough  
3. Heavy Rough  
4. Bunker
5. Green  
6. O.B.  
7. Water Hazard  
8. Trees  
9. Woods

Push A for select window.

*If the position where the ball lands is close to the green, then a close-up shot of the green and its surroundings will appear.

*When the ball lands on the green, a close up of the green will appear on the screen. >'s mark indicates the direction of the grain of the turf.

*When the ball is on the green, the putter will automatically appear.
Select the direction of the PT by moving the control pad left or right. (You can move the PT 360°)
Push A to enter selection.
*When putting, the player will be represented by a swinging bar.
*PT works the same as other clubs. (Press A once for size of shot, then again to putt ball.)
When you sink your putt, and depending on the number of shots, the following will appear on the screen:
  * Double Eagle * Eagle * Par * Bogey
  * Double Bogey * Triple Bogey * ??? (If more than Triple Bogey)
Push A to continue on to next hole.
*When you finish 18 holes, your scorecard will appear on the screen until the start button is pushed for a new game.
1W 210-220Y
3W 190-200Y
4W 180-190Y

Hook
Draw
Slice
Fade
Straight

High
Low
# Hole Description

<table>
<thead>
<tr>
<th>Hole</th>
<th>Par</th>
<th>HDC</th>
<th>Hole Features</th>
<th>Wind</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>8</td>
<td>Gentle rise, dogleg right.</td>
<td>Weak headwind from L.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>376 Be careful of trees on right!</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>335</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>10</td>
<td>Lots of distance, but straight and level. Bunkers</td>
<td>Tailwind from R.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>in front of fairway and green.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>512</td>
<td></td>
</tr>
<tr>
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<td></td>
<td></td>
<td>443</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>4</td>
<td>12</td>
<td>Gentle rise, dogleg left.</td>
<td>Occasional headwind.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>414</td>
<td></td>
</tr>
<tr>
<td></td>
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<td></td>
<td>367</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>16</td>
<td>Gentle rise. Ocean on the right. Bunkers in fairway</td>
<td>Tailwind from R. Strong</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>and green. Perfect shot distance and direction</td>
<td>ocean breeze in last half</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>required.</td>
<td>of hole.</td>
</tr>
</tbody>
</table>
5 3 14 Short uphill hole with surrounding trees. Bunker in front of green. 1 shot approach.

6 5 2 Front half flat, rising in back. Dogleg right, sea on right. 2nd shot critical.

7 3 18 Short rise with beautiful viewpoint. Short distance, but be careful of bunkers and ocean breeze.

8 4 6 1st half rise, 2nd half slope. Has over-the-ocean shot.

Frontal wind that often swirls.

Sidewind and headwind from the R.

Headwind and sidewind from R.

1st half tailwind from R.
2nd half headwind.
<table>
<thead>
<tr>
<th>Hole</th>
<th>Yardage</th>
<th>Slope</th>
<th>Rating</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>445</td>
<td>508</td>
<td>4</td>
<td>Long slope, trees in fairway. Overshooting the 2nd half tailwind from R. green gives your ball a bath.</td>
</tr>
<tr>
<td>10</td>
<td>477</td>
<td>506</td>
<td>4</td>
<td>Slight rise with ocean on the right and behind 1st half headwind from R. the right and behind 2nd half tailwind from R. green. Bunker on left.</td>
</tr>
<tr>
<td>11</td>
<td>393</td>
<td>465</td>
<td>5</td>
<td>Gentle rise with big bunkers on left and 1st half headwind from R. protecting green.</td>
</tr>
<tr>
<td></td>
<td>129</td>
<td>430</td>
<td></td>
<td>Tailwind from back and L.</td>
</tr>
<tr>
<td>12</td>
<td>195</td>
<td>389</td>
<td>3</td>
<td>Slope with bunker in front 204 Weak sidewind and 175 of green. headwind from L.</td>
</tr>
</tbody>
</table>
13  4  9  Slight rise. Be careful of trees on right side!
     395
     371

14  5  1  Long, right dogleg.
     569  Green situated on high mound, with trees and bunker in front.
     557

15  1  13  Medium length hole that requires hitting ball over trees.
     415
     371

16  4  11  Gentle slope, Bunkers that surround green are difficult.
     404
     372

Sidewind from L.
Occasional headwind from L.
Tailwind from L.

Headwind.
Headwind from L.
17 3 15 Short hole, strong ocean breeze. Wide green and big bunkers. Requires accurate distance and direction on shots.

18 5 3 Longest hole with great view. 1st shot is critical.

Game Rules and Notes

1. Your score will only be counted as high as 3 times par. Example: A par 4 hole will have a high score of 12. Anything higher will not be counted.

2. If you do not push the shot (A) button after starting the backswing, the shot will not count.

3. If a player does not set the size of the swing at the left side of the swinging gauge, then the ball cannot be struck. The shot will not count.

4. When using the cross-sectional view the position of the ball may appear to be buried in the ground, or hovering in the air due to the contour of the course.
Places on the course where clubs can be used.

1. **TEE SHOT**
   1W 3W 4W 11 4I 5I 6I 7I 8I 9I PW SW

2. **FAIRWAY**
   3W 4W 11 3I 4I 5I 6I 7I 8I 9I PW SW

3. **ROUGH**
   3I 4I 5I 6I 7I 8I 9I PW SW PT

4. **HEAVY ROUGH**
   5I 6I 7I 8I 9I PW SW

5. **TREES and BUNKERS**
   7I 8I 9I PW SW

6. **GREEN**
   PT

*Depending on the position of the ball, the player can choose the appropriate club by referring to this guide.*
90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Bandai America, Inc.
   Consumer Service Department
   12951 East 166th Street
   Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.
Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.