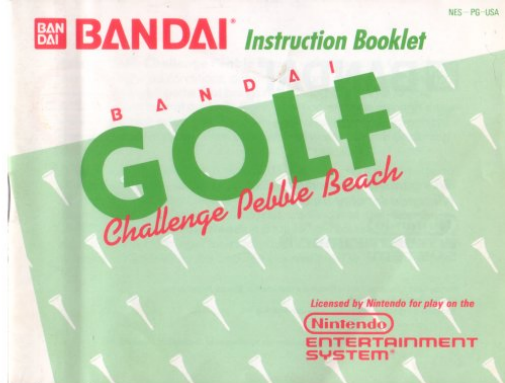


Special thanks
to

Deorbit 72

for contributing
this manual





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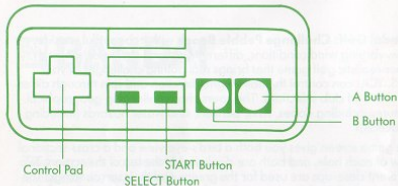
Nintendo
ENTERTAINMENT
SYSTEM®

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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.



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 *Title Music

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

Back tee

selection

Select tee position by pushing up or down on control pad.

Push A to enter selection.

Handicap

1 player

2 player

*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.



Score card

Screen

Indicator

*Handicap will appear in the player's handicap slot. Push A 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.

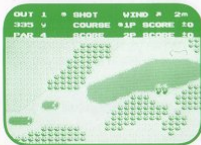
Select green by pushing up or down on pad.

Push A to enter decision.



The screenshot shows a green rectangular window with rounded corners containing a detailed score card table. The table has columns for NO, NAME, CLUB, PAR, HDC, 1P, and 2P. The data is as follows:

NO	NAME	CLUB	PAR	HDC	1P	2P
1	JOHN D. SMITH	1	4	10		
2	JANE E. DOE	2	5	15		
3	BOB A. BROWN	3	6	20		
4	ALICE C. WHITE	4	7	25		
5	CHARLES F. GREEN	5	8	30		
6	MARY G. BLACK	6	9	35		
7	DAVID H. GRAY	7	10	40		
8	SARAH J. KING	8	11	45		
9	WILLIAM L. WOOD	9	12	50		
10	ELIZABETH M. BAKER	10	13	55		
11	JAMES N. HILL	11	14	60		
12	MICHAEL O. SCOTT	12	15	65		
13	BARBARA P. ADAMS	13	16	70		
14	ROBERT Q. NICHOLS	14	17	75		
15	LUCAS R. CARR	15	18	80		
16	AMANDA S. PHILLIPS	16	19	85		
17	ANDREW T. EVANS	17	20	90		
18	STEPHANIE U. ROSS	18	21	95		
19	CHRISTOPHER V. WATSON	19	22	100		
20	HELEN Y. BRYAN	20	23	105		
21	JOSEPH Z. PEREZ	21	24	110		
22	KAREN A. STEVENSON	22	25	115		
23	ANTHONY B. TORRES	23	26	120		
24	ANGELA C. GARCIA	24	27	125		
25	DAVID E. MORALES	25	28	130		
26	CHRISTINA F. MARTINEZ	26	29	135		
27	JOHN G. HERNANDEZ	27	30	140		
28	MARIA I. LLORENTE	28	31	145		
29	ROBERT J. GONZALEZ	29	32	150		
30	SARAH K. FLORES	30	33	155		
31	WILLIAM L. REYES	31	34	160		
32	AMANDA M. TORRES	32	35	165		
33	ANDREW N. FLORES	33	36	170		
34	ANGELA O. REYES	34	37	175		
35	DAVID P. TORRES	35	38	180		
36	CHRISTINA Q. REYES	36	39	185		
37	JOHN R. TORRES	37	40	190		
38	MARIA S. TORRES	38	41	195		
39	ROBERT T. TORRES	39	42	200		
40	SARAH U. TORRES	40	43	205		
41	WILLIAM V. TORRES	41	44	210		
42	AMANDA W. TORRES	42	45	215		
43	ANDREW X. TORRES	43	46	220		
44	ANGELA Y. TORRES	44	47	225		
45	DAVID Z. TORRES	45	48	230		
46	CHRISTINA AA. TORRES	46	49	235		
47	JOHN AB. TORRES	47	50	240		
48	MARIA AC. TORRES	48	51	245		
49	ROBERT AD. TORRES	49	52	250		
50	SARAH AE. TORRES	50	53	255		
51	WILLIAM AF. TORRES	51	54	260		
52	AMANDA AG. TORRES	52	55	265		
53	ANDREW AH. TORRES	53	56	270		
54	ANGELA AI. TORRES	54	57	275		
55	DAVID AJ. TORRES	55	58	280		
56	CHRISTINA AK. TORRES	56	59	285		
57	JOHN AL. TORRES	57	60	290		
58	MARIA AM. TORRES	58	61	295		
59	ROBERT AN. TORRES	59	62	300		
60	SARAH AO. TORRES	60	63	305		
61	WILLIAM AP. TORRES	61	64	310		
62	AMANDA AQ. TORRES	62	65	315		
63	ANDREW AR. TORRES	63	66	320		
64	ANGELA AS. TORRES	64	67	325		
65	DAVID AT. TORRES	65	68	330		
66	CHRISTINA AU. TORRES	66	69	335		
67	JOHN AV. TORRES	67	70	340		
68	MARIA AW. TORRES	68	71	345		
69	ROBERT AX. TORRES	69	72	350		
70	SARAH AY. TORRES	70	73	355		
71	WILLIAM AZ. TORRES	71	74	360		
72	AMANDA BA. TORRES	72	75	365		
73	ANDREW BB. TORRES	73	76	370		
74	ANGELA BC. TORRES	74	77	375		
75	DAVID BD. TORRES	75	78	380		
76	CHRISTINA BE. TORRES	76	79	385		
77	JOHN BF. TORRES	77	80	390		
78	MARIA BG. TORRES	78	81	395		
79	ROBERT BH. TORRES	79	82	400		
80	SARAH BI. TORRES	80	83	405		
81	WILLIAM BJ. TORRES	81	84	410		
82	AMANDA BK. TORRES	82	85	415		
83	ANDREW BL. TORRES	83	86	420		
84	ANGELA BM. TORRES	84	87	425		
85	DAVID BN. TORRES	85	88	430		
86	CHRISTINA BO. TORRES	86	89	435		
87	JOHN BP. TORRES	87	90	440		
88	MARIA BQ. TORRES	88	91	445		
89	ROBERT BR. TORRES	89	92	450		
90	SARAH BS. TORRES	90	93	455		
91	WILLIAM BT. TORRES	91	94	460		
92	AMANDA BU. TORRES	92	95	465		
93	ANDREW BV. TORRES	93	96	470		
94	ANGELA BW. TORRES	94	97	475		
95	DAVID BX. TORRES	95	98	480		
96	CHRISTINA BY. TORRES	96	99	485		
97	JOHN BZ. TORRES	97	100	490		
98	MARIA CA. TORRES	98	101	495		
99	ROBERT CB. TORRES	99	102	500		
100	SARAH CC. TORRES	100	103	505		
101	WILLIAM CD. TORRES	101	104	510		
102	AMANDA CE. TORRES	102	105	515		
103	ANDREW CF. TORRES	103	106	520		
104	ANGELA CG. TORRES	104	107	525		
105	DAVID CH. TORRES	105	108	530		
106	CHRISTINA CI. TORRES	106	109	535		
107	JOHN CJ. TORRES	107	110	540		
108	MARIA CK. TORRES	108	111	545		
109	ROBERT CL. TORRES	109	112	550		
110	SARAH CM. TORRES	110	113	555		
111	WILLIAM CN. TORRES	111	114	560		
112	AMANDA CO. TORRES	112	115	565		
113	ANDREW CP. TORRES	113	116	570		
114	ANGELA CQ. TORRES	114	117	575		
115	DAVID CR. TORRES	115	118	580		
116	CHRISTINA CS. TORRES	116	119	585		
117	JOHN CT. TORRES	117	120	590		
118	MARIA CU. TORRES	118	121	595		
119	ROBERT CV. TORRES	119	122	600		
120	SARAH CW. TORRES	120	123	605		
121	WILLIAM CX. TORRES	121	124	610		
122	AMANDA CY. TORRES	122	125	615		
123	ANDREW CZ. TORRES	123	126	620		
124	ANGELA DA. TORRES	124	127	625		
125	DAVID DB. TORRES	125	128	630		
126	CHRISTINA DC. TORRES	126	129	635		
127	JOHN DD. TORRES	127	130	640		
128	MARIA DE. TORRES	128	131	645		
129	ROBERT DF. TORRES	129	132	650		
130	SARAH DG. TORRES	130	133	655		
131	WILLIAM DH. TORRES	131	134	660		
132	AMANDA DI. TORRES	132	135	665		
133	ANDREW DJ. TORRES	133	136	670		
134	ANGELA DK. TORRES	134	137	675		
135	DAVID DL. TORRES	135	138	680		
136	CHRISTINA DM. TORRES	136	139	685		
137	JOHN DN. TORRES	137	140	690		
138	MARIA DO. TORRES	138	141	695		
139	ROBERT DP. TORRES	139	142	700		
140	SARAH DQ. TORRES	140	143	705		
141	WILLIAM DR. TORRES	141	144	710		
142	AMANDA DS. TORRES	142	145	715		
143	ANDREW DT. TORRES	143	146	720		
144	ANGELA DU. TORRES	144	147	725		
145	DAVID DV. TORRES	145	148	730		
146	CHRISTINA DW. TORRES	146	149	735		
147	JOHN DX. TORRES	147	150	740		
148	MARIA DY. TORRES	148	151	745		
149	ROBERT DZ. TORRES	149	152	750		
150	SARAH EA. TORRES	150	153	755		
151	WILLIAM EB. TORRES	151	154	760		
152	AMANDA EC. TORRES	152	155	765		
153	ANDREW ED. TORRES	153	156	770		
154	ANGELA EE. TORRES	154	157	775		
155	DAVID EF. TORRES	155	158	780		
156	CHRISTINA EG. TORRES	156	159	785		
157	JOHN EH. TORRES	157	160	790		
158	MARIA EI. TORRES	158	161	795		
159	ROBERT EJ. TORRES	159	162	800		
160	SARAH EK. TORRES	160	163	805		
161	WILLIAM EL. TORRES	161	164	810		
162	AMANDA EM. TORRES	162	165	815		
163	ANDREW EN. TORRES	163	166	820		
164	ANGELA EO. TORRES	164	167	825		
165	DAVID EP. TORRES	165	168	830		
166	CHRISTINA EQ. TORRES	166	169	835		
167	JOHN ER. TORRES	167	170	840		
168	MARIA ES. TORRES	168	171	845		
169	ROBERT ET. TORRES	169	172	850		
170	SARAH EU. TORRES	170	173	855		
171	WILLIAM EV. TORRES	171	174	860		
172	AMANDA EW. TORRES	172	175	865		
173	ANDREW EX. TORRES	173	176	870		
174	ANGELA EY. TORRES	174	177	875		
175	DAVID EZ. TORRES	175	178	880		
176	CHRISTINA EA. TORRES	176	179	885		
177	JOHN EB. TORRES	177	180	890		
178	MARIA EC. TORRES	178	181	895		
179	ROBERT ED. TORRES	179	182	900		
180	SARAH EE. TORRES	180	183	905		
181	WILLIAM EF. TORRES	181	184	910		
182	AMANDA EG. TORRES	182	185	915		
183	ANDREW EH. TORRES	183	186	920		
184	ANGELA EI. TORRES	184	187	925		
185	DAVID EJ. TORRES	185	188	930		
186	CHRISTINA EK. TORRES	186	189	935		
187	JOHN EL. TORRES	187	190	940		
188	MARIA EM. TORRES	188	191	945		
189	ROBERT EN. TORRES	189	192	950		
190	SARAH EO. TORRES	190	1			



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

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.)

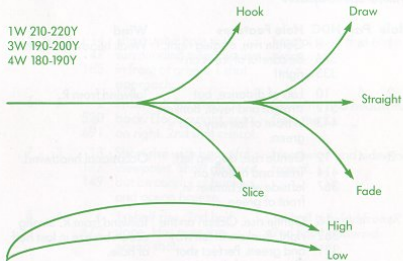
When you sink your putt, and depending on the number of shots, the following will appear on the screen:

*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.



Game Description

Hole	Par	HDC	Hole Features	Wind
1	4	8 376 335	Gentle rise, dogleg right. Be careful of trees on right!	Weak headwind from L.
2	5	10 512 443	Lots of distance, but straight and level. Bunkers in front of fairway and green.	Tailwind from R.
3	4	12 414 367	Gentle rise, dogleg left. Trees and hollow on leftside with bunker in front of green.	Occasional headwind.
4	4	16 352 321	Gentle rise. Ocean on the right. Bunkers in fairway and green. Perfect shot distance and direction required.	Tailwind from R. Strong ocean breeze in last half of hole.

5	3	14 147 185	Short uphill hole with surrounding trees. Bunker in front of green. 1 shot approach.	Frontal wind that often swirls.
6	5	2 520 491	Front half flat, rising in back. Dogleg right, sea on right. 2nd shot critical.	Sidewind and headwind from the R.
7	3	18 177 149	Short rise with beautiful viewpoint. Short distance, but be careful of bunkers and ocean breeze.	Headwind and sidewind from R.
8	4	6 472	1st half rise, 2nd half slope. Has over-the-ocean shot.	1st half tailwind from R. 2nd half headwind.

9	4	4	Long slope, trees in fairway. Overshooting the green gives your ball a bath.	1st half tailwind from R. 2nd half tailwind from R.
		508 465		
10	4	7	Slight rise with ocean on the right and behind green. Bunker on left.	1st half headwind from R. 2nd half tailwind from R.
		430 399		
11	4	5	Gentle rise with big bunkers on left and protecting green.	Tailwind from back and L.
		389 379		
12	3	17	Slope with bunker in front of green.	Weak sidewind and headwind from L.
		204 175		

13	4	9	Slight rise. Be careful of trees on right side!	Sidewind from L. Occasional headwind from L.
		395 371		
14	5	1	Long, right dogleg. Green situated on high mound, with trees and bunker in front.	Tailwind from L.
		569 557		
15	1	13	Medium length hole that requires hitting ball over trees.	Headwind.
		415 371		
16	4	11	Gentle slope, Bunkers that surround green are difficult.	Headwind from L.
		404 372		

17	3	15 212 178	Short hole, strong ocean breeze. Wide green and big bunkers. Requires accurate distance and direction on shots.	Sidewind and headwind from L. Occasionally strong.
18	5	3 575 558	Longest hole with great view. 1st shot is critical.	Strong sidewind from L. 2nd half headwind from L.

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 1I 4I 5I 6I 7I 8I 9I PW SW
2. **FAIRWAY**
3W 4W 1I 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
12961 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.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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