



Pulse

interactive hunting game

***PULSE* by NORTHMATE®.**

PULSE by NORTHMATE® is a new interactive hunting game for dogs. It stimulates instincts and develops mental and physical health.

PULSE is basically a feeding chain created by the dog itself. When touching an active unit food will fall out and within seconds another unit in the chain is activated. And so on.

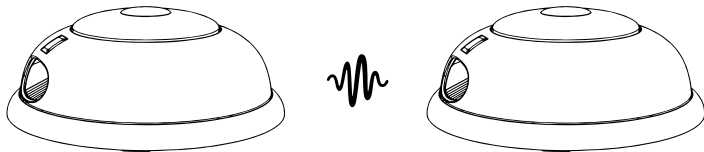
The units are radio-connected up to 100 metres and can operate through several walls in a normal house.

Each unit can dispense food six times and uses sound, ultrasound and LED-light as signals to the dog.

To start a *PULSE* game, simply switch 1, 2, 3 or more units ON and load these with dry food.

Place the units in rooms around the house and press one of the top buttons down for two seconds. Now the units are connected and the hunting game can begin. The dog has to follow its instincts and search both indoors and outdoors to find the units.





- Easy one-button game start.
- Up to 100 metres between units.
- Up to 10 units connected in one game.
- Provides training, hunting and feeding.
- Keeps your dog active and stimulated.
- Easily comes apart for cleaning.
- Radio connected units with light and sound signals.
- Up to 10 hours of play in one game.
- Use both indoors and outdoors.

Parts.

Transparent top lid.

This works as a button to start the game and to dispense food.

Outer shell.

To disassemble, pull up the shell at the side opposite the opening.

Food compartments.

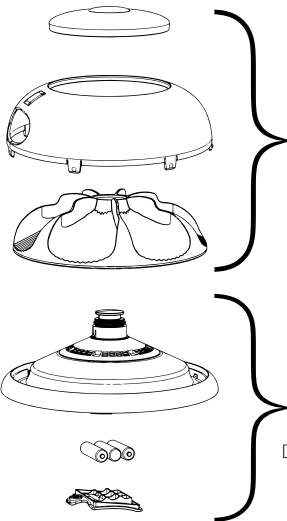
There are six compartments that can be filled with dry food.

Base.

"ON/OFF" switch and sound button underneath. Tray for dirt and holes for mounting with screws into a permanent position.

3 x AA batteries.

Battery compartment cover.



Clean in dishwasher.



Do not clean in dishwasher.
Clean with dry cloth.

How to load *PULSE*.



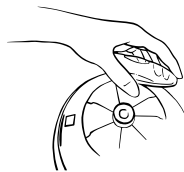
①

Take off the top lid by putting your fingers into the opening and pushing upwards.



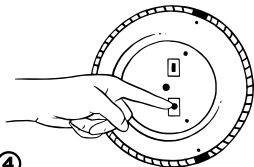
②

Fill the six compartments with dry food.



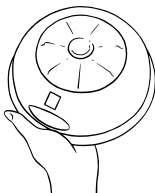
③

Click the top lid back into place. Fasten top lid by pushing it down.



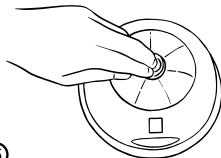
④

Turn the unit "ON" underneath.



⑤


Place the unit(s) indoors and/or outdoors not more than 100 metres apart.



⑥

Press down top lid for two seconds. Choose game mode: fast game, hour game or hunting game.


Three different *PULSE* games.

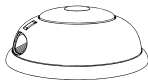
 2 minutes.



Single unit fast game

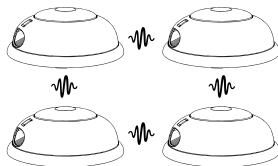
1. Load chambers with dry food.
2. Turn unit ON.
3. Press and hold top for two seconds.
4. Wait 10 seconds.
5. Unit is now active and the game can begin.

 1-10 hours.



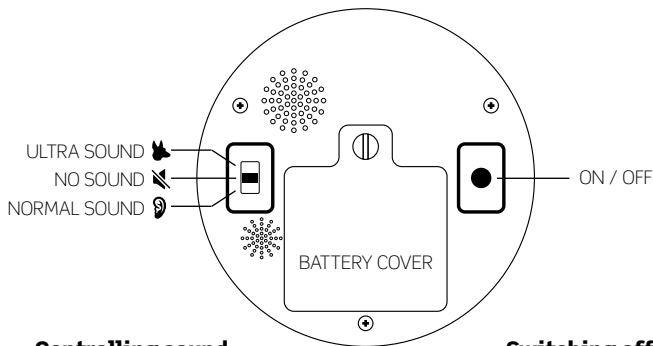
Single unit hour game

1. Load chambers with dry food.
2. Turn unit ON.
3. Press and hold top for two seconds.
4. Push the top for game duration:
1 push = 1 hour.
2 pushes = 2 hours
etc... up to 10 hours.
5. Unit will dispense six times randomly during the chosen duration.



2-10 units hunting game

1. Load chambers in all units with dry food.
2. Turn units ON.
3. Place units not more than 100 metres apart, either indoors or outdoors or a combination of the two.
4. Press and hold top of one of the units for two seconds and wait for game start.



Controlling sound



Normal sound.

All sounds are audible for both dogs and humans.



No Sound.

All sounds are muted for both dogs and humans.



Ultra sound.

Game sounds are audible to dogs only. Operative sounds are normal and audible to humans.

Switching off units

Press the OFF button on the back of *PULSE*. All units in chain will turn off.

Units will turn off automatically after a few minutes if no game actions is detected (for example if your dog stops playing with the units).

The blue light in the centre of *PULSE* will always let you know if a unit is ON or OFF.

PULSE dog school.

10 easy steps to master Pulse



Read and follow this 10-steps manual when training your dog with *PULSE*.

PULSE is simple to understand but hard to master. It stimulates your dog's basic nature but it takes time for your dog to learn all aspects of the game.

So, be patient!

The first step is to teach your dog to push the top button in order to get the food out.

Next step is to teach your dog to follow the sound in order to find the food inside the unit.

When this is learned *PULSE* becomes a game of many possibilities and difficulty levels.

You can create an easy single unit *PULSE* game or you can experiment with many units covering a big area both indoors and outdoors.

We wish you and your dog a good time exploring the world of *PULSE*.

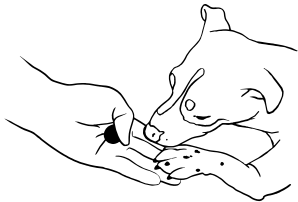
/ NORTHMATE®



1. Obedience and focus

Teach your dog to sit and cover on command. Give it treats if it listens and tries.

When this is learned, move on to only giving treats if it actually does the thing you ask.



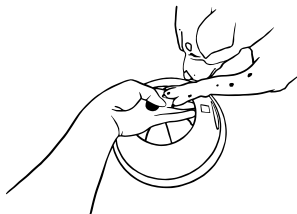
2. Give paw

Teach your dog to put a paw in your hand on command.

Hide a treat under your thumb and teach it to take it by scratching your hand with its paw.

Give the command “Give paw” or something similar every time.

When this is learned then repeat the exercise without treats.

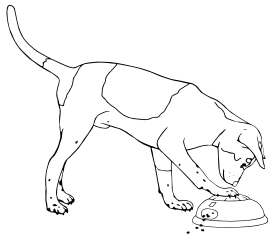


3. Give paw through Pulse opening

Take off the top lid and teach your dog to give you its paw with your fingers directly into the open chamber.

Let the treat fall from your hand through the *PULSE* opening.

Repeat with the transparent top covering your hand.



4. Learn to push on top of Pulse

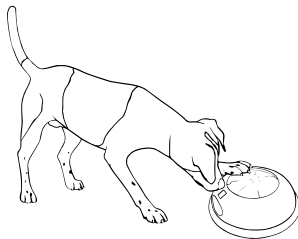
Teach your dog to push the top lid in order to get food out.

Load chambers with treats and switch the unit ON. Push on the top lid for two seconds. When the blinking stops, the game will begin.

Play without sound (switch it off on the bottom).

Put some wet food - pâté or similar - on the top lid just above the exit hole. Even put it in the gap next to the top lid.

Your dog will automatically be rewarded when it pushes the top lid in order to get the pâté.

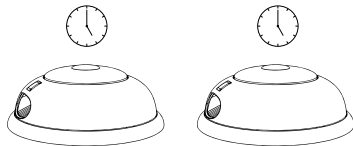
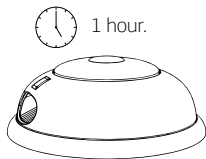


5. Play a single unit fast game

Play the same game as in the previous training level but without pâté on top lid.

Encourage your dog with your voice. When your dog is able to touch the top lid in order to get food then try a game with the sound turned on.

Stay on this level until your dog can play like this by itself.



6. Play a single unit one-hour game

Play the same game as in the previous training level but as single unit one-hour game. Choose the one-hour game by tapping the top lid once when the LED is blinking fast (search mode).

Stay in the same room as your dog and encourage your dog to find and get the food when the beep sounds (six times within one hour). Stay on this level until your dog can play like this by itself.

When your dog masters the one-hour game, you can extend the game from 1 to 10 hours.

7. Play two independent hour games

Play the same game as in the previous training level but introduce one more unit in random hour mode.

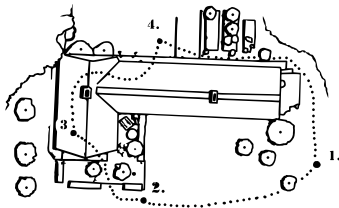
The dog will react to the sound and has to find the active unit.

Stay on this level until your dog can play like this by itself and extend the game from 1 to 10 hours.



8. Play a two unit game

Start a game with two connected units with sound switched on. Place the units in the same room. Help and encourage your dog to go back and forth between the two units. When your dog has learned how the game works then move one of the units into another room or even outside in the garden. Stay on this level until your dog can play by itself no matter where you place the two units



9. Play a game with 3 or more units

Play the same game as in the previous training level but connect three or more units. Place these indoors and outdoors at the same time and encourage your dog to explore and find all of the units.



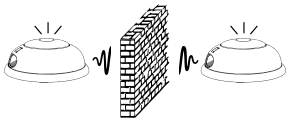
10. Play a game with Ultra sound

Play the same game as in the previous training level but switch the sound button on the underside to “ultra sound” and then finally to “no sound”. When your dog is able to play this game wherever you place the units it’s a master of *PULSE*.



Congratulations!
You have completed all 10 levels.
Your dog is now a master of *PULSE*.

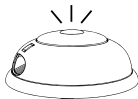
Problems and solutions.



Problem:
No radio contact between units.

Light: All units blink fast until contact is re-established.
Sound: Three descending notes.

Solution:
Move units closer or avoid walls.



Problem:
Low battery.

Light: Unit blinks fast the second you turn it "ON".
Sound: Three descending notes.

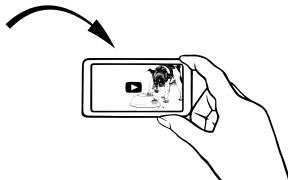
Solution:
Change batteries.



Problem:
Opening is jammed with food.

Light: Unit blinks fast until food is removed.
Sound: Three descending notes.
Unit will try to solve the jam.
If it fails all units turn OFF automatically.

Solution:
Remove the jammed food, and restart game.



Scan to watch video
Northmate.com/pulse

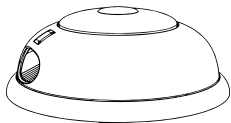
PULSE is a unique and patented product designed in Denmark and available in two beautiful colours. The units are built to withstand heavy use. Each *PULSE* unit is made of food grade plastic. Removable parts can be cleaned in a dishwasher. *PULSE* by NORTHMATE® works with you dog's basic nature.

WARNING

1. Keep an eye on your dog when using *PULSE* for the first few times.
2. Do not leave your dog unattended if it chews the *PULSE* units or doesn't understand the game.
3. Make sure that the battery compartment is always properly closed.
4. Put the *PULSE* units away when the game ends.

If you have any questions about how to use *PULSE*, feel free to contact NORTHMATE® through the web page www.northmate.com.

Follow your instincts



Designed in Denmark
by Frederik Lindskov
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Patent pending
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