

General advise

1. This game is made for joint games with the dog and owner. Please do not leave the dog unsupervised with the toy.
2. Set the toy somewhere that allows the dog to walk around it to find his ideal playing position.
3. Choose a calm training atmosphere. We recommend one-on-one training (if you have more than one dog, train only one a time, preferably in a separate room).
4. Only set low targets and do not expect too much from your dog. This way you will have a lot of fun in training.
5. To avoid overtaxing your dog, restrict the exercises to short sections (max. 15 minutes) and repeat several times a day.
6. Help your dog at the beginning to accomplish the task to keep him motivated. It is necessary—especially at the start—that your dog associates the game with a positive result which happens when he is successful quickly and gets a reward. At the beginning you might also give your dog a reward just for trying the toy. As soon as your dog realizes that it is a “food game”, he will soon understand the lesson and enjoy puzzling.
7. If your dog does not accomplish the task, try to motivate with compliments and stroking. It is better to take one step back if he does not reach the next target. Never scold or punish your dog.
8. To arouse your dog’s interest, initially fill the tubes with treats in his presence. To increase the level of difficulty later you can do this in his absence.
9. Choose the ideal start time. When the dog has been fed, wait approx 1.5 hours before starting to play. You can also feed your dog while playing by substituting the treats with the dog’s usual dry food.
10. Always start the game with a signal (e.g. Play!) and finish with a break-off signal (e.g. Stop!) immediately after your dog got all the treats out. If your dog follows that signal, reward him with a further treat and ensure a calm and positive ending.
11. The training should always be finished with a feeling of success.

Attention:

Neither “right” nor “wrong” exists in this game. Each dog—like people—is an individual and is going to find his own solutions. Let your dog decide whether to accomplish the task with snout or paws. That means that your dog might differ from the following instructions which are only advise for a possible way to work out an easy and meaningful solution with your dog. Nevertheless your dog might show approaches or tendencies that are not described below. As a general rule, do not allow your dog to carry the toy away or to destroy it (this is often a sign of frustration or excessive demand).

May you and your dog have lots of fun and be successful

Training

Please carry out all the steps one after the other. Only raise the level of difficulty when your dog can carry out the preceding training phase without problems. Praise your dog after each successful action. Please note that the amount of treats ejected varies and occurs randomly. Sometimes there are a lot of treats, sometimes only a few. This keeps it exciting for the dog as from time to time there is a jackpot(an extra large amount of treats). Please check beforehand if the treats fit through the opening easily and adjust it to the right size if necessary.

The training can start

1. At first practice with the release button only. Set one of the acoustic signals for your dog. Always use the same acoustic signal. This signal tells the dog "You did this well!". If you have two dogs, you can set a different signal for each dog and train them to react only to their own signal.
2. Take the release button into your hand or place it on the floor and press it. Give your dog a treat every time the acoustic is heard. Repeat this several times to get your dog used to the acoustic signal.
3. Once your dog has understood that he gets a treat after the signal, you can train him to press the release button himself. For this, place a treat on the release button. If the dog approaches the release button with paw or snout, you can give him a treat to motivate him further. To create a larger area for your dog to press, please use the rubber holder included to start with if the release button is on the ground.
4. Once your dog has mastered pressing the release button, you can create the connection to the food dispenser. Start by pressing the release button or having your dog press it and then place the treat in tray of the food dispenser.
5. In the next step, switch the dispenser on. Press the release button. Treats will fall out of the dispenser into the tray. Repeat this several times to get your dog used to the sound the dispenser makes.
6. Now you can fix the release button to one of the opening intended for it on the dispenser. Or you place the release button directly next to the dispenser in the rubber holder. Now let your dog press the release button.
7. Once your dog has mastered all these steps, you can move the release button a bit further away from the food dispenser.
8. To further increase the level of difficulty, you can increase the distance between the release button and the dispenser even more. This can be done within a radius of max 40m, so that release button and dispenser can be in two different rooms.
9. With the aid of the suction cup included, you can fasten the release button to a glass door or to other smooth surface. With the peg included, it can be secured in soft ground,e.g. In the garden. This again poses new challenges for your dog and allows

numerous variations of the game.

Information

Instead of filling in treats, you can fill the game with your dog's usual dry feed instead.

FCC STATEMENT

1. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
 - (1) This device may not cause harmful interference.
 - (2) This device must accept any interference received, including interference that may cause undesired operation.
2. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.