

Combining the elements:

1. Once your dog has mastered each element individually you can combine all elements.

Do not let your dog play unsupervised.

Do not allow your dog to chew, destroy or carry the game away, this could be a sign of frustration or excessive demand. If your dog appears to be getting frustrated with the game, remove it and when you feel your dog has settled down and you are comfortable, bring the game back and start the training process again. Even if your dog has mastered the game, it is always recommended to supervise your dog and always start and end the game with a verbal or hand signal.

Remember – have lots of fun with your dog!

SCREAM[®]

LIVE LIFE LOUD

Dog Flip Puzzle Board Instructions



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The Scream Interactive Dog flip puzzle board is a fun activity for you and your dog! This game has 3 different elements, each with their own difficulty. It is important to work on one element at a time and once your dog has mastered each element you can combine all 3 to really get your dog's brain working. We recommend you do your training in a maximum of 10 minute increments.

Strategy games are not only fun but also rewarding for the dog's brain and tummy. This toy may take some time and training will be required, so be patient and spend some time training your dog on how this game works. Dogs react best to positive reinforcement so never discourage your dog if they do not understand.

Fill the game with your dog's favourite treats or dry biscuits, do this in front of them so they can see and hear you doing this. We recommend starting the game with a signal, either a hand signal or a verbal signal (e.g "Begin"), then ending the game with a finishing signal, either a hand signal or a verbal signal (e.g "End"). After your dog has obeyed the End signal, reward with a final treat.

Each dog is different and will learn at different stages so there is no right or wrong way to play the game. The instructions which follow are just suggestions on the easiest way to train your dog with this game.

When you are ready place this game in an area where there is plenty of room for your dog to comfortably position themselves around it. Remember to work through one element at a time.



Lower Pockets with Top Sliders Element:

1. Fill one of the lower pockets with your dog's favourite treat in front of them so they can see and hear you doing this.
2. Demonstrate to your dog how the slider can move, then leave the slider only halfway over the pocket so that your dog can see or smell the treat hidden below.
3. Continue to repeat this method until your dog has an understanding that moving the slider will reveal the treat.
4. When you feel your dog has an understanding, cover the pocket more and more each time until it is completely covered. Even though your dog can not see the treat anymore it will need to use its training to remember to move the slider, which will reward them.

Bone & Flip Lid Element:

1. Fill one of the pockets below the lid with your dog's favourite treat in front of them so they can see and hear you doing this.
2. Demonstrate to your dog how moving the bone leaver will open and close the lid. Help your dog by moving the leaver when they touch the leaver with their paw or nose, this will reveal a treat and make them associate the leaver with that yummy treat.
3. Continue this step with your dog until they can move the leaver on their own. Once you feel your dog is comfortable with this element include the second bone and flip lid.

Tower Element:

1. Fill one of the pockets with your dog's favourite treat in front of them so they can see and hear you doing this.
2. Show your dog the treat then place the tower over the pocket. Each tower has a hole at the top which will allow the dog to smell the treat.
3. Continue to show your dog the treat below the tower and encourage them to pick up or knock the tower over to reveal the treat.
4. Once you feel your dog is confident with this element increase the difficulty by adding the second tower.

**Instructions continue on next (rear) page.*