Assembly Instructions:

1. Clip the Tip & Slide Elements in to the Base



2. Take the sides of the Barrel Holder at the base, use the screws provided to hold the side in.



3. Slide the Elements into the main base and secure them using the screws with the blue top.



5. Place the Barrel into the holder.





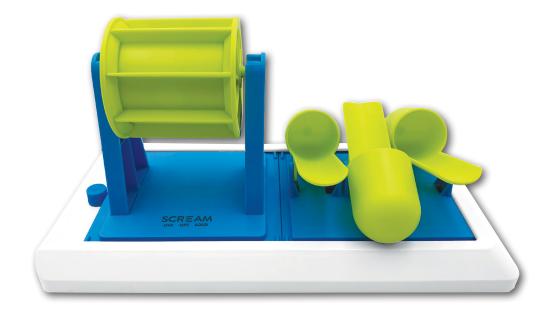




and place them in to their slots. Then



Interactive Dog Treat Barrel Instructions



DISTRIBUTED BY www.prestigepetproducts.com.au Scream® Live Life Loud is a registered trademark of Pet Design PTY LTD www.screampet.com.au





The Scream Interactive Dog Treat Barrel is a fun activity for you and your dog! This game has 2 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 both elements 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.



Barrel Element:

- 1. Fill the barrel in front of your dog so they can see and hear you doing this.
- 2. Demonstrate to your dog how the treats fall out when the barrel is turned. Encourage your dog to turn the barrel.
- 3. Keep showing the barrel turning, so that your dog understands to turn the barrel rather than pushing it away. If you dog does try to knock the game over, pick it up and continue to show your dog how the barrel turns to reveal the treats. If you dog continues to try and knock the game over in a destructive motion take the game away and try again later by continuing with the turning motion.

Tip & Slide Element:

- 1. Start by only filling one of the slide elements with treats, do this in front of your dog so they can see and hear you doing this.
- 2. Demonstrate to your dog how the treat will fall when tipping the slide in the downward motion. Encourage your dog to paw or nuzzle the slide.
- 3. Continue with this demonstration until your dog understands how this part of the game works. Once your dog understands this you can include the second and third slide.

Combining the elements:

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

Do not let your dog play unsupervised.

Do not allow your dog to chew, destroy or carry the game away as 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 feel 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!