Draw with Loop Element:

1. Pull the loop and place a few treats in the pockets in the draw in front of your cat so it can see and hear you doing this. Demonstrate to your cat that by pulling the loop the draw will come out and reveal the treats.
2. Only close the draw a little each time. Once you cat understands pulling the loop will reveal tasty treats, you can completely close the draw.
3. To increase the difficulty again, add a dome above the pocket that is open. This will not stop the draw from opening, it will just make it slightly harder for the cat to see the treat. The cat will rely on its nose to sniff the treat out from the hole in the dome, or it may pull the loop knowing there is a tasty treat hidden inside.

Hidden Draw with Joystick Element:

1. Firstly remove the draw by pushing the joystick back. Once the draw is removed show you cat how to move the joystick. Give you cat a treat as motivation if they are on the right track.
2. Continue this until you cat understands that by moving the joystick they will be rewarded with a treat.
3. Once your cat understands, fill the pockets in the draw and close it fully. Your cat will then move the joystick back revealing the draw and its treats.

Combining the elements:

Once your cat has mastered each element individually you can combine the various elements together.

Remember – have lots of fun with your cat!

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Interactive Cat Brain Teaser Instructions
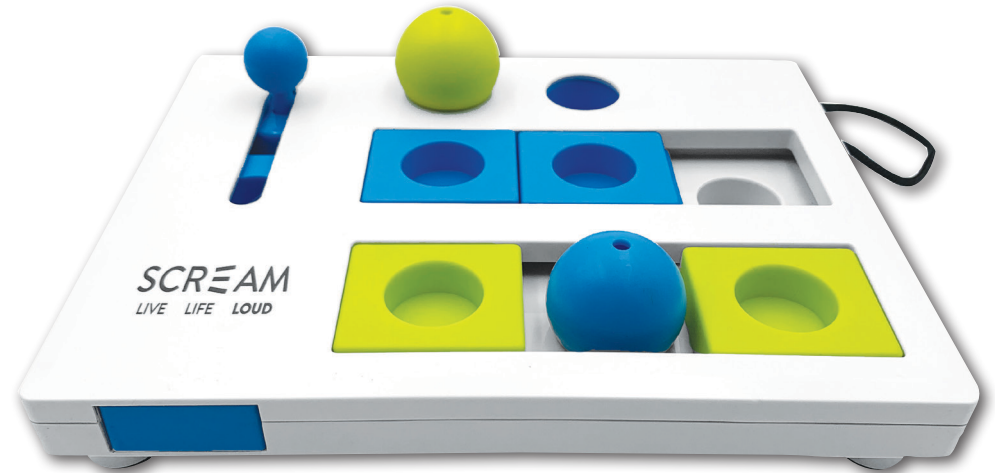
The Scream Cat Brain Teaser is a fun strategy game to play with your cat. There are 4 different elements to the game each with their own difficulty. It is important to work on one element at a time and once your cat has mastered each element you can combine all 4 to really get your cat's brain working. We recommend you do your training in a maximum of 10 minute increments.

Strategy games are not only fun but also rewarding for the cats brain and tummy.

Cats can have different reactions to different products, so it is important to be patient as your cat may not take to the game at the beginning. You want your cat to get used to having the game around, so it is best to play the game somewhere quiet where your cat will not be disturbed or startled. Then place your cat's favourite treats on and around the game so your cat will sniff around and associate the game with those tasty treats.
The instructions which follow are just suggestions on the easiest way to train your cat with the game.

When you are ready, begin with the dome element as this is the easiest element of the 4, and then move onto the other elements. Once you feel your cat is comfortable with each element, combine all elements into one fun game.

Do not let you cat play unsupervised.
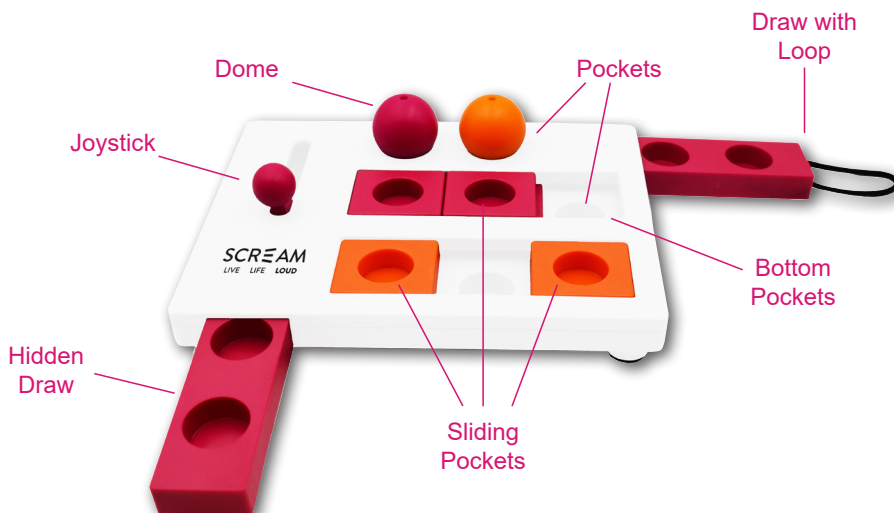
Dome Element:

1. Place a few treats into the pocket in front of your cat so it can see and hear you doing this. Let your cat sniff around and eat the treats.
2. Repeat the first step by putting a few treats in the pocket, then place the dome half over them. Your cat should easily knock the dome over revealing the treats.
3. Repeat the first and second step, however this time place the dome completely over the treats. Each dome has a small hole at the top where your cat will be able to smell these. Your cat will paw at the dome until it rolls away revealing the treats.
4. Repeat this exercise a few times until your cat can paw away the dome without any problems. If you cat is not succeeding, be patient and continue from step one to three until your cat is comfortable.
5. When you feel your cat is ready increase the challenge by introducing the second dome.

Sliding Pocket Element:

1. Start by training your cat with one row of sliding pockets. Fill the 1st and 3rd bottom pockets with treats. Do this in front of your cat so it can see and hear you doing this. Bring the top sliding pockets together in the middle so that they are only half covering the bottom 1st and 3rd pocket. Your cat will be able to sniff these out and reward itself by moving the sliding pocket aside revealing the treats.
2. Repeat the first step but slowly cover the bottom pocket more and more until your cat is successful in moving the sliding pocket completely to reveal the treats.
3. Once your cat has mastered moving the sliding pockets you can introduce the dome. Start by placing the dome on a top sliding pocket while also hiding treats in the bottom pockets.
4. Increase the difficulty again by placing a dome in between the top sliding pockets covering a bottom pocket. Your cat will need to knock the dome over before it can move the sliding pockets.