



EN Instructions

General information

1. This game is a joint activity for dog and handler. Do not let your dog play unsupervised.
2. Place the game where your dog can run around it freely to find his optimal position to play.
3. Choose a quiet atmosphere for the training and only train with one dog at a time.
4. Start the training 1 ½ hours after feeding at the earliest. You can also use the normal dry feed instead of treats as an alternative.
5. It is important for your dog to experience success fairly quickly at the start, for he needs to connect something positive with the game to stay motivated. When starting the training, you can praise and reward your dog even for trying. Once your dog has understood that this is a "feeding game", he will have fun figuring it out.
6. To get your dog interested in the game, fill it with treats in his presence in the beginning. To increase the level of difficulty, you can do this in his absence later.
7. Always begin the game with a start signal (e.g. "Play") and, after your dog has found all the treats, end it with a break-off signal (e.g. "end"). After your dog has obeyed the break-off signal, reward him with a final treat so that there is always a quiet and positive end to the game.
8. In case your dog does not achieve a subgoal after several tries, help him or repeat a task he knows well and train in smaller steps. Try to motivate him with praise and stroking. There should never be scolding or punishment.
9. Train in short units (max. 10 minutes) and with small goals. Repeated training over the day creates a lot of small successes and prevents excessive demand on your dog.

Important notice: With this game, there is no "right" or "wrong". Each dog is an individual and will find his own ways to success. Leave it to your dog to decide if he wants to use his snout or his paws, if he wants to pull the elements towards him or push them away and in which sequence he wants to play the game. These instructions are only a suggestion how to train in an easy and sensible way to succeed with your dog.

Always consider the following: Do not allow your dog to carry the game away or destroy it (this often is a sign of frustration and/or excessive demand).

Have lots of fun and success with your dog.

Training

Please carry out all tasks one after the other. Only raise the level of difficulty when your dog can do the last task without problems and he is still attentive to the game. Praise your dog after each successful action.

The training can begin

First let your dog get familiar with the different elements of the game. For this purpose the elements do not have to be fixed to the base plate. We recommend to space out getting to know the various elements over several days and to only add more elements when the training runs smoothly.

1. Mini Gambling Tower:

- a. Place some treats in presence of your dog on the drawer. To make it easier for your dog do not put the drawer completely inside the tower. Thus even a slight pull will be enough to let the treat fall. Give your dog the start signal e. g. 'Play!'. He will now try to pull out the drawer. If he has any difficulties, please help. Show your dog how to pull the drawer with the loops. To draw your dog's attention to the loops you can also reward nose and snout contact in the beginning. Praise your dog well, especially during the first tries.
- b. Repeat this exercise until your dog realises that he gets a reward when he pulls the drawers.
- c. To increase the level of difficulty put the drawer a little bit further inside the tower each time.

2. The lid:

- a. Put a treat in the middle of the box. Clamp another treat between the rim of the box and the lid. This helps your dog to understand that he only gets the reward by opening the flap lid.
- b. When your dog has opened the lid several times, continue with only one treat in the middle of the box.

3. The flinging tower:

- a. Place a treat as far forward as possibly and easily visible onto the moving platform of the tower. Encourage your dog to use the pedal. Praise it well for success, especially during the first few tries. Help your dog a little in the beginning by pushing the pedal. Please ensure that your pet does not attempt to reach the treat by any other means (for example with its tongue).
- b. Once your dog comprehends what is going on, let him try on his own.

4. The sliding lit/kicker:

Sliding lit:

- a. Your dog should already be familiar with the pulley from the Gambling Tower. The difference here is that he can and should pull the rope first up, and then to the side.
- b. Place a treat into the forward area of the lid to begin with and only close it partially. To point out the pulley to the dog, place a treat beneath it for starters.
- c. Once your dog has understood that he is meant to pull the lid out, you can close it more and more with each try. The treat underneath the pulley can be left out now.
- d. Once your dog can open the lid on his own, increase the difficulty by placing the treat further and further in the back of the compartment. It can now only reach its reward, if it pulls the lid out further and further.

Kicker:

- e. First fill the tube with several treats in your dog's presence. Hence the slider only has to be moved a little bit to push off a treat and the dog is successful quickly.
- f. Give your dog the start signal e. g. 'Play!' Your dog will now try to get the treat out. If he has any difficulties, please help. Show your dog how to move the slider and give lots of praise, especially during the first tries.
- g. Later on you can reduce the amount of treats to only one treat per slider.

5. Combining the exercises:

After your dog has learned to handle the different elements on its own you can start to combine them.

- a. Start with 2 elements in one track. Choose the elements which your dog can handle the best.
- b. After your dog has learned to get rewards from both elements you can start playing with all elements at once.
- c. When your dog knows how to play with all elements you can raise the level of difficulty again. Arrange the elements in different positions and directions.

Additionally, you can also switch out individual elements with those of other *Poker Box Strategy Games* thus create varied challenges with the elements.