



# ARF PETS MEMORY TRAINING PUZZLE TOY

## USER GUIDE

SKU# APTDT



Thank you for purchasing the ArfPets® Memory Training Puzzle Toy. This User Guide is intended to provide you with guidelines to ensure that operation of this product is safe and does not pose risk to the user. Any use that does not conform to the guidelines described in this User Guide may void the limited warranty.

Please read all directions before using the product and retain this guide for reference. This product is intended for household use only. This product is covered by a limited one-year warranty. Coverage is subject to limits and exclusions. See warranty for details.

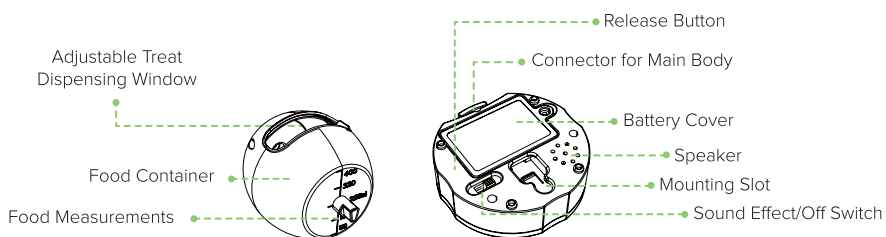
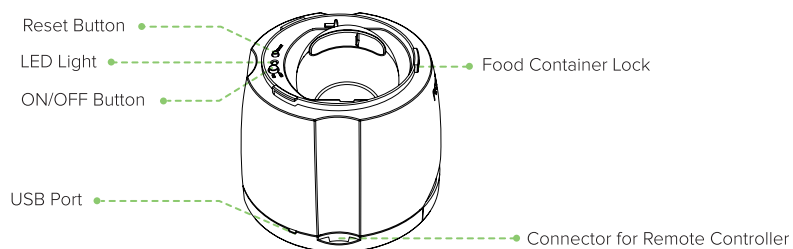
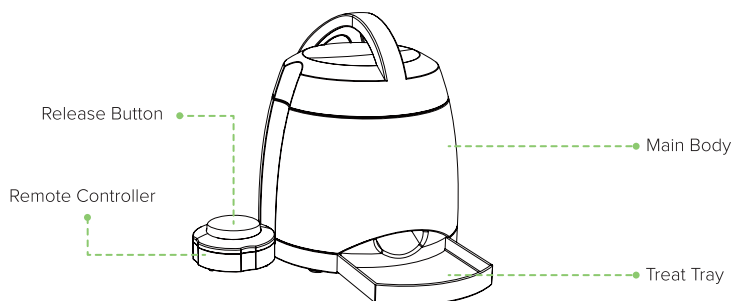
PLEASE THOROUGHLY READ ALL SAFETY PRECAUTIONS ON  
PAGE 8 BEFORE USING THIS PRODUCT

## **Package Contents**

- Memory Training Puzzle and Lid
- Food Container
- Remote Release Button
- Scoop
- Suction Cup Attachment
- Rubber Button Holder
- Peg
- USB Cable
- User Manual

**Note:** the USB cable is only intended for connecting the device to a power source or AC adapter. If you install rechargeable batteries in this appliance, the USB connection will not charge the batteries.

## Product Overview



## Quick Guide

**Fill & Adjust:** Install three (3) AAA batteries (not included) in the battery compartment underneath the remote control button and set the sound effect switch to 1 or 2 so that it plays a sound when pressed. To power the main body, you can either install four (4) C batteries (not included) in the battery compartment at the bottom, or connect it via the included micro USB cable. Open the adjustable treat dispensing window on the food container all the way, and then pour in your pet's favorite treats or regular dry food, whichever you'd prefer. You can then close the window as far as you'd like, so that the ball dispenses as few or as many treats as you want with each rotation, and place it in its designated spot inside the main body. We recommend pressing the remote control once or twice to make sure it rotates and dispenses treats correctly when the button is pressed.

**NOTE:** To ensure best performance, try to fill the food container with treats. Do not only put a few treats in at a time, or the ball may not dispense treats as intended.

**Press Button:** Teach your pet to press the release button on the remote controller. When your pet succeeds in pressing the button correctly, the button emits one of two exciting sounds, controlled by a switch on the bottom of the remote.

**Reward:** As a reward for pressing the button, the food container inside rotates and releases your pet's favorite treats or food into the feeding tray at the bottom. You can even move the button into other rooms to encourage your pet to exercise more while returning to the tray to fetch his or her treats!

## Introduction to Memory Training Puzzle

This device was designed as a toy for supervised play with both you and your pet(s). Please do not leave your pet on their own with this toy.

When placing the toy, be sure to choose a location that provides ample space for your pet to walk around it and find the ideal playing position.

Make sure to create a calm, distraction-free training atmosphere. We recommend one-on-one training with this toy. If you have more than one pet, it's best to train only one at a time, preferably in separate rooms.

You should not expect too much from your pet; setting low targets helps to ensure that you both have fun while training with this toy. To avoid overtaxing your pet, try to restrict your play sessions with this product to a maximum of 15 minutes, and repeat them several times throughout the day.

At the beginning, you should help your pet to accomplish the task to keep him or her motivated. It is absolutely necessary, especially when starting

out, that your pet associates this game with a positive result: when your pet succeeds in pressing the button, he or she receives a reward. In fact, when starting out, it can be a good idea to give your pet a reward just for trying the device. Above all, be patient! Once your pet fully realizes that this is a “food game,” he or she will begin to understand and enjoy the puzzle.

If your pet doesn’t accomplish a task, make sure to motivate him or her with praise and petting (or belly rubs). If your pet struggles with reaching the next target (for example: moving the remote somewhere new), it is better to take a break or take a step back in the training process. Don’t scold or punish your pet when he or she reaches these tough spots in training. This is designed to be a fun and enjoyable activity—for both of you!

To arouse your pet’s interest, you should fill the food container up with treats or food in the presence of the pet. To increase the difficulty of this game later, you can fill it while your pet is not present.

Choose an ideal starting time for good results. After regular feedings, it’s best to wait around an hour and a half (90 minutes) before starting to play, so your pet has time to digest and feel excited about food again. You can also feed your pet while playing by substituting regular food in place of treats in the food container. Please do not use this toy in place of regular feeding.

It’s best to try the toy yourself at first, without your pet around, to test the amount of treats being dispensed and adjust the window until you’re satisfied with how many treats it releases.

As the food container runs low on treats or your pet’s regular food, you may need to open the adjustable treat window a little wider, or it may take several rotations to dispense the remaining treats. If you notice that the container is struggling to dispense treats, you may need to refill it or open the dispensing window a little further.

Always let your pet know that playtime with this toy has started with a verbal signal (e.g., “Let’s play!”) and finish with a break-off signal (e.g., “Playtime’s over!”) immediately after your pet has retrieved all of the treats, or when you are ending your play session. When your pet obeys these verbal signals, it’s a good idea to reward him with a treat or belly rub to ensure a calm and positive ending to your training sessions.

Training sessions with this toy should always be finished with a feeling of success for both you and your pet.

**Note:** Neither “right” nor “wrong” exists in this game. Each pet, like each person, is an individual who is fully capable of finding solutions in his or her own way. Let your pet make the choice of whether to press the button with his or her snout or paws. Your pet may not respond to some of the tips and guidelines in this manual, and that’s okay! They’re just recommendations for some possible ways to work

out an easy and meaningful solution with your pet(s).

While it is perfectly normal and acceptable that your pet may show approaches or tendencies that are not described within this manual, you should not, as a general rule, allow your pet to carry the device away or to destroy it. This is often a sign of a frustration or excessive demand, and could seriously injure you or your pet.

## Training Guidelines

As discussed in the Introduction, make sure to play with the Memory Trainer on your own before using it with your pet, and adjust the treat window according to the size and type of treat or kibble inside the container. This will ensure the treats or kibble are dispensed easily.

Remember that the amount of treats dispensed by the food container will vary each time due to the nature of the device. This keeps it exciting for your pet—sometimes a few treats come out, but sometimes he or she will hit the jackpot, and the dispenser will release a bunch of treats at once!

When following this guide, try to follow the steps as they are laid out below, one after another. However, you should only increase the difficulty level when your pet can successfully complete the preceding training phase with little or no problems. Praise your pet after each successful action.

At first, you should practice with the remote controller only, without the treat dispensing device.

On the bottom of the remote control there is a switch marked 1 – OFF – 2. This lets you choose between the two sound effects. Choose a sound effect, and use the same one every time. These sounds tell your pet, “Good job!” If you have two pets using the device (which, again, we recommend doing at separate times in separate rooms), you can set a different signal for each pet and train them to react only to their own signal.

Take the remote control button in your hand, or place it on the floor, and press the release button yourself. Give your pet a treat every time the sound effect plays to denote a successful button press. Repeat this a few times so that your pet associates the sound effect with the treats.

Once your pet understands and associates the sound effect of the release button with treats being given, you can start teaching them to press the release button without your assistance. One way to do this is by placing a treat directly on top of the release button. If your pet approaches the release button with their paw or snout, you can offer another treat to motivate and encourage them.

**Note:** To create a larger area for your pet to press, try using the included rubber holder for the remote control, especially if you are placing the button on the ground.

When your pet has figured out how to press the button on their own, you can

begin creating the association of the button with the treat dispenser. Press the button yourself, or have your pet press it, and then manually place a treat in the tray of the dispenser. Repeat this a couple times without turning the dispenser on, so your pet becomes familiar with the device and the location of the treat tray.

After your pet has become familiar with the device, you may plug it in and switch it on (or just turn it on, if you're using it with batteries). Press the release button yourself so that treats fall out of the dispenser into the tray. Repeat this a few times, pressing the button yourself, until your pet becomes accustomed to the noises the dispenser makes, and don't worry if your pet gets spooked at first. You can use treats to guide them back in and show them that the dispenser is safe.

When your pet becomes accustomed to the dispenser and its sounds and operation, you can attach the remote control button directly to the main device by affixing the plastic hook section on it to one of the three slots around the outside of the main device, or simply place the rubber holder with the remote button next to the device. Now, you can let your pet press the release button on their own again; you may need to repeat step 3 again a few times with the button next to the dispenser until your pet becomes reacquainted with the process of the treats dispensing automatically.

Once your pet has figured out how to press the button themselves and receive treats from the dispenser, you can start to move the remote control button further away from the dispenser. We recommend doing this in small increments: move it one foot away for one training session, two feet for the next, and so forth.

If you want to further increase the difficulty of this memory puzzle, you can extend the distance between the remote control button and the dispenser as far as up to 98" (30m), so you can even have the remote control button and the dispenser in two different rooms. However, the remote control button should at least be on the same floor of your house as the dispenser.

Using the suction cup attachment included in your package, you can even fasten the remote control button to glass doors or other smooth surfaces (the backside of the remote control has a slot for attaching it to the suction cup) for more fun challenges with your pet. The peg included in your package can also attach to the release button via the same slot as the suction cup—just not at the same time—to secure the button in soft earth, e.g., in your backyard or garden. This gives you a host of different options to change up the game with your pet every time and make every session a new and exciting challenge.

## Safety Precautions

Remove all packaging before using this device. Some items may be packed in polyurethane bags. Please keep all packaging materials out of reach of children and pets. Properly dispose of all packing materials immediately after unpacking product, as the bags used for packaging could present a suffocation or choking hazard.

Read all instructions carefully before attempting to operate this device. Improper usage could result in your pet(s) not being fed properly or not being fed at all. Improper use or mishandling could also result in permanent damage to your device.

Always place this device and its remote release button in a dry place on a flat, solid surface. Do not place it in a closet, any other narrow space, or close to a wall: if you don't leave enough space around the device, your pet(s) may not be able to get to the treats.

This toy was not intended for use or play by children. We recommend not allowing children to play with it, as this could cause device malfunctions. Adult supervision should always be required when children are near the device.

Never try to disassemble the device on your own.

Remove all batteries when storing the device for an extended period of time. Do not use batteries of different brands or types in the battery compartment at the same time.

Do not attempt to submerge the device in water to clean. Wipe it with a warm, damp cloth. The device and its accessories are not dishwasher-safe.

## Technical Specifications

<b>DIMENSIONS:</b>	Memory Training Puzzle: 7.8" x 7.8" x 9" (200 x 200 x 232mm) Remote: 3" x 3" x 1" (75 x 75 x 35mm)
<b>WEIGHT:</b>	Memory Training Puzzle: 25 oz. (710g) Remote: 2 oz. (60g)
<b>MATERIAL:</b>	Memory Training Puzzle: ABS Remote: ABS
<b>RATED VOLTAGE:</b>	Memory Training Puzzle: 6V Remote: 4.5V
<b>WATTAGE:</b>	Memory Training Puzzle: 2.5W Remote: 0.4W
<b>REMOTE DISTANCE:</b>	Indoors: 164 ft. (50m) Outdoors: 98 ft. (30m)
<b>BATTERY TYPE:</b>	Memory Training Puzzle: 4 C Batteries Remote: 3 AAA Batteries
<b>CAPACITY:</b>	Memory Training Puzzle: 2800mAh Remote: 200mAh

## Get in Touch!

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