

Dog Magic



The Dog Magic has been designed by Nina Ottosson as an interactive game for you and your dog to play together. To ensure safety, the durable plastic has no sharp edges, is non-toxic and dishwasher safe. The idea behind the 'Dog Magic' is for the dog to dislodge the removable bones in order to access hidden treats. You may choose to put treats under one, several or all of the bones depending upon the dog's experience and enthusiasm for the game. Each bone has a small hole to allow the scent of the treat to pass through and encourage him to use and develop his extraordinary sense of smell. With a little practise, he will soon learn to discriminate which bones do and do not reap rewards. By switching the location of the treat, you can encourage him to really focus and use his nose to seek out the hidden treasures!

Getting started

We recommend that introduction to the game be gradual and progressive, so that the dog does not become frustrated or over-excited. We want him to use brain not brawn to uncover the puzzle.

1. Remove all of the bones and place a treat in three or four of the underlying compartments. Allow the dog to approach and eat the food, to accustom him to using the Dog Magic.



2. Repeat until the dog is happy and confident to take the treats.
3. Next, with the dog watching but under control, place a treat in one compartment and cover with a bone. Allow the dog to approach the Dog Magic and encourage him to "find it". If he dislodges the bone and earns the treat, praise and repeat, gradually introducing more bones and treats to the Dog Magic.
4. If the dog has not dislodged the bone within a minute, remove it to maintain his motivation. Replace the treat and sit the bone horizontally across the gap rather than allowing it to fit into its vertical fit. This way, the bone should be easily dislodged by even the shyest dog. Repeat until confident, then place the bone correctly and repeat as earlier.
5. Once the dog has learned to confidently dislodge bones and find treats, you can reduce the number of treats whilst increasing the number of bones until only one or two treats are hidden but all the bones are in place.
6. Repeat and vary the location of the treats.

