

iFetch Too



SET UP AND PLAY INSTRUCTIONS



ALWAYS read, understand and follow all warnings and instructions for your iFetch before use. Keep for future reference.

IMPORTANT SAFETY INFORMATION

The user must read and understand the following safety instructions and warranty information before using the product.

Set up is the end user's responsibility and beyond the control of iFetch, LLC. Therefore, iFetch exclusively limits its Warranty to the repair or replacement of a defective product. Damage to your home, your property, or any person or pet is excluded.

- ⚠ Your iFetch Too must be inspected for signs of wear, damage and fatigue before each use. If damaged, do not use.
- ⚠ This product is only intended for recreational use to throw tennis ball sized (diameter approximately 2.5") iFetch Too balls for your pets. Your iFetch Too is NOT a child's toy.
- ⚠ Do not attempt to modify your iFetch Too or any of the system components.

Review all Warnings, Instructions, and Warranty information carefully. Failure to follow these warnings and instructions will void the Warranty.

Call iFetch at (800) 635-8916, or visit goifetch.com, if you have any questions regarding the use of your iFetch Too.

PARTS LIST



A



B



C

Part	Description
A	One (1) iFetch Too
B	One (1) Charger
C	Three (3) Balls (2.5" diameter)

SET UP



WARNING

- **INSPECT** for signs of wear, corrosion, and fatigue **BEFORE** each use. **DO NOT** use if damaged.
- **DO NOT** operate when any part of the machine is wet or standing in water. **DO NOT** use in the rain. An electric shock hazard may exist if the unit is plugged in while or after it has been exposed to water.
- **DO NOT** attempt to modify your iFetch Too or any of the system components

1. **Before first use, use the battery charger to fully charge the internal battery.** Plug the adapter end into the bottom of the product and then insert the plug into the wall.
2. Fully charging your battery will normally take 8 hours, but it is best to charge it overnight or even for a full 24 hours this first time.
3. Unplug the cord from the bottom of the machine, and place the iFetch Too where you'd like to play. For best performance, make sure your iFetch Too is on a flat, level surface.
4. Press the power button to turn on (button should glow green indicating battery is fully charged).
5. You're ready for play!

NOTE:

Your iFetch Too will keep throwing balls for approximately 250 launches on a fully charged battery.

BEFORE PLAY



WARNING

To prevent **SERIOUS INJURY** or **PROPERTY DAMAGE**:

- **DO NOT** use if damaged.
- **NEVER** stand or allow your pet to stand directly in front of the iFetch Too.
- **DO NOT** point toward breakable objects, including windows, light fixtures, and picture frames.

1. Check the slider button under the power button on the back of your iFetch Too to make sure it is in the desired position:
 - Down (white) will limit the launch distance to 10 feet (better for indoor use) no matter what distance is selected
 - Up (red) will allow for all launch distance settings (10, 25, 40 feet, or "random")
2. Press the button on the rear of your iFetch to turn the unit ON. The button light will illuminate to indicate the battery charge level.
 - Green - Fully charged
 - Yellow - Charge getting lower or is recharging, if the battery charger is connected
 - Red - Battery is low and needs to be recharged
 - Flashing Red - Battery is too low to function properly; recharging is required prior to continued use

BEFORE PLAY CON'T

3. If Slider button (under power button) is showing red, press the power button to cycle through to your desired distance setting:
 - One blue light = 10 feet/3 meters
 - Two blue lights = 25 feet/7.5 meters
 - Three blue lights = 40 feet/12 meters
 - One blue light flashing randomly = random distance somewhere between 10 feet and 40 feet

NOTES:

Launch distance may be affected by the condition of the ball (e.g., wet or dirty). DO NOT use damaged balls with your iFetch Too.

The light(s) will turn off after about 30 seconds, but the iFetch Too will remain on (in standby mode) until you or your pet drops another ball into the top.

TO PLAY

1. When the iFetch Too is powered **ON**, only insert one (1) ball into the top of the iFetch Too at a time. Your iFetch Too launch mechanism will quickly start spinning. Once the launch mechanism has reached its operating speed, the ball will drop into the chute and will continue spinning until the ball is ejected from the iFetch Too. After the ball is launched the launch mechanism will quickly slow and stop spinning.
2. Readjust the position of your iFetch Too as needed.
3. Use with supervision. Watch to ensure your iFetch Too is upright and functioning properly.

WARNING

To prevent **SERIOUS INJURY** or **PROPERTY DAMAGE**:

- **NEVER** put hands or fingers inside the iFetch Too or look down the barrel when the unit is ON or in STAND-BY mode.
- Make sure all persons and pets are clear of the iFetch Too and the path of the ball before powering on.
- **ONLY** use iFetch Too balls or balls of the same diameter (approx. 2.5") with your iFetch Too.
- **NEVER** attempt to use your iFetch Too with any other type of ball or any foreign objects.
- **NEVER** exercise your pet to the point of exhaustion. Turn the iFetch Too OFF when your pet needs to rest and recover.
- **ALWAYS** consider your pet's health during use.

AFTER PLAY

1. Turn your iFetch Too **OFF** after use. Press button until no blue arrow lights are illuminated and the button light turns off.
2. Store your iFetch Too indoors at night and after play in a clean, dry location.

NOTE:

Your iFetch Too does have a drain in the event it is left outside in the rain. If it gets wet, all water must completely drain and your iFetch Too should be allowed to fully dry out prior to continued use. Water may corrode the internal components causing your iFetch Too to no longer function properly.

NOTE:

It's ok to leave your iFetch Too plugged in if you play in an area near an outlet. That way, your battery is always charged and ready for fetch when you are.

MAINTENANCE & CLEANING

Maintenance

The iFetch Too internal battery needs to be charged at least once every three months. For maximum battery life and performance, recharge as soon as possible after each use. Batteries should be stored in a fully charged state. Storing in a discharged state will result in shortened battery life. The iFetch Too should be stored in a cool, dry place. Storing at temperatures above 68 degrees F will affect battery life.

Cleaning

Your iFetch Too requires no regular cleaning unless it is dirty. If your iFetch needs to be cleaned, power the unit off, and feed a damp cloth down into the top funnel and out through the front launch chute. Pulling the cloth back and forth (similar to flossing your teeth) will take care of one level of dirt. To clean the wheels better, firmly hold the cloth on the inside of the unit, and then carefully turn on the unit and press in the ball trigger to cause the wheels to spin and wipe against the cloth. Worst case, the cloth might tear or get jerked out of your hand and launched, but it shouldn't damage the unit.

- ⚠ **DO NOT** use chemicals or abrasive cleaners.
- ⚠ **ALWAYS** turn your iFetch Too OFF prior to cleaning.
- ⚠ **DO NOT** attempt to clean the launch mechanism.

FREQUENTLY ASKED QUESTIONS

Do I have to use only the iFetch Too balls?

The iFetch Too is optimized to launch the iFetch Too balls, however most other balls that are approximately the same size and weight (e.g. tennis balls) should launch.

What happens if I put other things into the funnel (e.g. coins, rocks, etc)?

NEVER put anything into the iFetch Too other than iFetch Too balls (or other tennis ball-sized balls) as that is not the intended use of the iFetch Too.

My dog slobbers a lot. Is that a problem?

Heavy slobber can cause the balls to stick or slip inside the launcher. If your dog is a heavy slobberer, we recommend using a towel to wipe off the balls after a few launches, or substituting dry balls. A different ball may also work. Contact us if you'd like suggestions.

Is the iFetch Too battery safe?

Yes! The iFetch Too battery is a 2V, 2.3Ah/20HR, non-spillable, sealed lead acid (SLA) battery. It is NOT a lithium ion or lithium polymer battery type, which is the type that has been banned from airlines.

For more FAQs,
visit goifetch.com

WARRANTY

iFetch products come with a one-year warranty covering manufacturer's defects, assuming normal use. Defective products returned to iFetch may be sent either shipping prepaid or, if pre-approved by iFetch, via UPS ground transportation with shipping paid by iFetch. To honor the warranty, iFetch, at its option, will repair the defective product or replace the defective product with a new or refurbished unit.

Before iFetch will honor a warranty claim, the customer must:

- provide proof of purchase,
- obtain a Return Merchandise Authorization (RMA) Number by contacting iFetch at support@goifetch.com or 512-219-3271.

The warranty is void if:

- the product is purchased and/or taken outside of the United States,
- the product was misused, or
- the product was not purchased from an authorized seller.

iFetch's sole obligation under this express product warranty shall be, at iFetch's option and expense, to repair the defective product, deliver to the customer an equivalent product to replace the defective product, or if neither of the two foregoing options are reasonably available, iFetch may refund to the customer the purchase price paid for the defective product. All products that are replaced will become the property of iFetch. Replacement products may be new or reconditioned. iFetch warrants any replaced or repaired product for ninety days (90) days from shipment, or the remainder of the initial warranty period, whichever is longer. Defective products returned to iFetch must be packaged appropriately for safe shipment. It is recommended that the shipment be insured or sent by a method that provides for tracking of the package. iFetch is not responsible for loss or damage during shipment to iFetch. The repaired or replaced item will be shipped to the customer, at iFetch's expense, not later than thirty (30) days after iFetch receives the defective product, and iFetch will retain risk of loss or damage until the item is delivered to the customer.

WARRANTY EXCLUSIONS:

iFetch will not be liable under this limited warranty if its testing and examination disclose that the alleged defect or malfunction in the product does not exist or resulted from:

- Failure to follow iFetch's operation and maintenance instructions;
- Unauthorized product alteration;
- Weather conditions;
- Damage to the product caused by any animal;
- Abuse, misuse, negligent acts or omissions of the customer and/or persons under the customer's control; or
- Acts of third parties, acts of God, accident, fire, or other hazards.

WARRANTY EXCLUSIVE:

IF AN iFETCH PRODUCT DOES NOT FUNCTION AS WARRANTED ABOVE, CUSTOMER'S SOLE REMEDY FOR BREACH OF THAT WARRANTY SHALL BE REPAIR, REPLACEMENT, OR REFUND OF THE PURCHASE PRICE PAID, AT iFETCH'S OPTION. TO THE FULLEST EXTENT ALLOWED BY LAW, THE FOREGOING WARRANTIES, TERMS, OR CONDITIONS, EXPRESS OR IMPLIED, EITHER IN FACT OR BY OPERATION OF LAW, STATUTORY OR OTHERWISE, INCLUDING WARRANTIES, TERMS, OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND SATISFACTORY QUALITY, ALL OF WHICH ARE EXPRESSLY DISCLAIMED. iFETCH NEITHER ASSUMES NOR AUTHORIZES ANY OTHER PERSON TO ASSUME FOR IT ANY OTHER LIABILITY IN CONNECTION WITH THE SALE, MAINTENANCE OR USE OF ITS PRODUCTS.

LIMITATION OF LIABILITY:

CUSTOMER ASSUMES ALL RISKS AND LIABILITIES FROM THE USE OR MISUSE OF THIS PRODUCT. TO THE FULLEST EXTENT ALLOWED BY LAW, iFETCH EXCLUDES FOR ITSELF AND ITS SUPPLIERS ANY LIABILITY, WHETHER BASED IN CONTRACT OR TORT (INCLUDING NEGLIGENCE), FOR INCIDENTAL, CONSEQUENTIAL, INDIRECT, SPECIAL, OR PUNITIVE DAMAGES OF ANY KIND, OR FOR LOSS OF REVENUE OR PROFITS, OR FOR ANY INJURY TO OR DEATH OF AN ANIMAL OR PERSON, ARISING OUT OF OR IN CONNECTION WITH THE SALE, MAINTENANCE OR USE OF ITS PRODUCTS, EVEN IF iFETCH OR ITS AUTHORIZED RESELLER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. iFETCH'S SOLE LIABILITY SHALL BE LIMITED TO THE REPAIR, REPLACEMENT, OR REFUND OF THE PURCHASE PRICE PAID FOR THE PRODUCT, AT iFETCH'S OPTION. THIS DISCLAIMER OF LIABILITY FOR DAMAGES WILL NOT BE AFFECTED IF ANY REMEDY PROVIDED HEREIN SHALL FAIL OF ITS ESSENTIAL PURPOSE.

DISCLAIMER:

Some countries, states, or provinces do not allow the exclusion or limitation of implied warranties or the limitation of incidental or consequential damages for certain products supplied to consumers or the limitation of liability for personal injury, so the above limitations and exclusions may be limited in the application to you. When the implied warranties are not allowed to be excluded in their entirety, they will be limited to the duration of the applicable written warranty. This Limited Warranty & Limitation of Liability gives you specific legal rights which may vary depending on local law.

GOVERNING LAW:

This Limited Warranty & Limitation of Liability shall be governed by the laws of the State of Texas, U.S.A., and by the laws of the United States, excluding their conflicts-of-law principles. The United Nations Convention on Contracts for the International Sale of Goods is hereby excluded in its entirety from application to this Limited Warranty. All rights reserved under International and Pan-American Copyright Conventions. Do not remove (or allow anybody else to remove) any product identification, copyright or other notices.

TIPS AND TRAINING

Introducing your dog

If your dog is anxious, plan to introduce the toy to him or her before turning it on.

1. Take the iFetch Too out of the box and set it in a familiar place where your dog can discover it. As a bonus, add a few treats inside the lip on the top or near the product, and let your dog discover them. Praise your dog with “good dog!” any time they sniff or show friendly interest.
2. Without turning the iFetch Too on, play fetch near it to make sure your dog isn’t sensitive around this new object, and to start building the positive association. Seeing the iFetch Too means it’s fetch time!
3. Build good habits early by guiding your dog behind the launcher before throwing it every time.

Safe distance

Please teach your dog to stay behind the product (or to the side of it) to keep them safe. At its highest launch setting (40 feet), the ball travels at a speed that could injure your dog, especially if they are standing directly in front of it.

Some dogs get so excited, they jump in front of the ball while it's launching. If this happens, we recommend turning the product off, teaching them to sit behind it, and then throwing the ball (yourself) before turning the iFetch Too back on. You can also train your dog to "mark" or stay at a safe distance in front of the machine and away from the front chute.

We designed the iFetch Too with the opening tilted back to encourage dogs to drop the ball in from behind. We also designed the toy to launch the ball immediately, to allow less time for dogs to position themselves in front of the chute. While most dogs learn quickly where to stand to avoid being hit, please supervise until your dog is fully trained.

TIPS AND TRAINING

Teaching the “drop” command

Here are some helpful tips for teaching dogs to drop the ball in the top of the iFetch Too in order to initiate fetch by themselves:

1. To master “Drop”, you have to start with “Take”. We recommend using two iFetch balls to get started with training. It will also help to have a plastic bowl handy as well.
2. Hold the first ball (or place it on the ground) and tell your dog to “Take” it. (Keep the second ball in your back pocket or in your other hand behind your back.)
3. Once your dog has picked up the first ball, reveal the second ball and tell them to “Drop” the first one. Either hold your hand under the first ball to catch it, or use a plastic bowl to catch the ball as your dog drops it. As soon as they drop it, throw the other ball as a reward.
4. If the dog’s “take” is too hard (i.e., it feels more like a bite), try putting the ball on a wooden serving spoon and having them “take” again. Your dog will learn to work around the spoon to get the ball and become more aware of his bite.
5. Repeat this process until the dog will happily take and drop the ball in your hand or in the bowl.
Note: if the second ball isn’t working as motivation for the drop command, try using a treat to reward instead.

Bringing the ball back

If your dog likes to play keep away instead of bringing the ball back, try these tips:

- We recommend training with the iFetch Too with your dog on a long-lead (30 feet). As your dog returns after fetching the ball, gently guide them in with the lead, preventing them from running away.
- Use the “here” command as you guide them in with the lead. Remember to use lots of praise when they come to you, especially if they come to you without the aid of the lead. A second person may also stand by to help corral the dog back to the owner and launcher.
- It’s important to give your dog time to think, troubleshoot, and then pick up the ball and bring it to you. Avoid repeating the command too much, as it can overwhelm them and cause more frustration.
- Remember: a dog who loves fetch will find a way to play fetch. Breaks help too!

TIPS AND TRAINING

Keeping your dog engaged

If your dog is consistently quitting the iFetch Too before you do, you are playing for too long. Try making the game shorter – stopping the action with the dog wanting more. Two minutes of interested play is better than ten minutes of a dog being bored.

Dogs scared of noise

The iFetch Too is pretty quiet, except for a whirring sound when it shoots the ball. If your dog is scared of noise, introduce the iFetch Too gradually in order to acclimate them to the sound without startling them. We recommend testing your dog for sound sensitivity from a distance first.

Throw the ball and, while your dog is far away retrieving, launch another ball from the iFetch Too (or hold the lever inside down) to make the launching sound. Repeat this a few times and observe your dog for a reaction. Once they warm up to it, they will associate the noise with something positive – the ball being thrown!

General training tips

- Train with the iFetch Too at most three times a day and only for 10-15 minutes at a time. That way fetch stays fun and doesn't become fetch bootcamp. If you feel like your dog is getting frustrated and is unable to drop the ball into the iFetch Too, then just work on reinforcing any behavior toward the iFetch Too and make sure your dog gets rewarded.
- Plan your training in a room or area that has as few distractions as possible. Be sure the area is clear of other toys, other people, and other dogs. (Note: hallways work well!)
- If your dog attempts to get the reward via other behaviors (e.g. rolling over, jumping up, shaking paws, etc.), it's important that you NOT reward these behaviors.
- Enjoy this bonding time with your pup. It's easy to get frustrated if they're not picking it up right away. But remember this time with your pup is precious. They love having your full attention.

Also Available From iFetch

iFetch carries a full line of fetch toys, brain games, and digging toys. Check out goifetch.com to learn more and shop now.



iFetch

We have a launcher for small dogs too! The iFetch launches a mini tennis ball (1.5" diameter) 10, 20, or 30 feet. It can be plugged in or used with six C-cell batteries.



iFetch Frenzy

The iFetch Frenzy is a fast-paced, non-electronic brain game for small to medium-sized dogs. Your dog places the mini tennis ball into the top of the toy, and then scrambles to fetch the ball as it rolls out of one of three chutes at the bottom.



iDig Stay

The iDig Stay is a first-of-its-kind digging toy for any size breed. Hide your dog's favorite toys or treats in the three flaps inside the toy and watch them dig away to find the treasure.



iDig Go

The iDig Go is a fabric, pop-up version of the iDig Stay. Hide your dog's favorite toys or treats in the three flaps and watch them dig for the treasure. Folds up for easy storage.



iFetch was founded in 2013 by a grandfather, Denny Hamill, and his teenage grandson, Grant. They invented the iFetch ball launcher in their garage, spurred on by their dog, Prancer's, relentless quest for a full-time fetch partner. Fast forward several years later, and iFetch is still a family affair. "Bapa" Denny is CEO, his daughter, Debbie, runs marketing and operations, and Grant heads up sales and customer service. Our sincere thanks for supporting our independent, small business!

We'd love to hear from you.

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