



AGES 9+

WARNINGS: This is not a toy. Not to be used by persons under the age of 9. Misuse can cause serious injury. Full eye protection specifically designed for JT SplatMaster or paintball must be worn by the user and any person within range. Full face protection required for player vs. player play any person within range. Adult (age 18+) supervision is required. Product is for outdoor use. Always put "safety on" when not in use. Read all instructions prior to using.

**z300
SNIPER**

User's Manual

JT SPLATMASTER 11723 LIME KILN RD. NEOSHO, MO 64850 WWW.JTSPLATMASTER.COM
JT SPLATMASTER IS A BRAND OF KEE ACTION SPORTS, LLC.

! WARNING!

PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!

- Careless use or misuse may result in serious bodily injury or death!
- Full eye protection specifically designed for JT SplatMaster or paintball must be worn by the user and any person within range; full face protection required for player vs player play and any person within range.
- Must be 9 years of age or older to operate or handle any JT SplatMaster gun and JT SplatMaster gun accessories. Children under the age of 18 require adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- Use common sense and have fun.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. *Wash hands after handling.* You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or branding the product in public may be considered a crime.

JT SPLATMASTER 11723 Lime Kiln Rd. Neosho, MO 64850 1-800-220-3222
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MADE IN CHINA

Be Safe and Have Fun!



Always wear eye protection, including everyone within range



Always Keep the barrel plug in the z300 Sniper and leave safety "ON" when not firing



Use ONLY as directed



Never look down the barrel

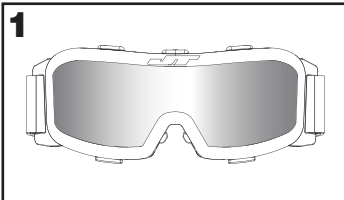


Never shoot at windows or other fragile objects

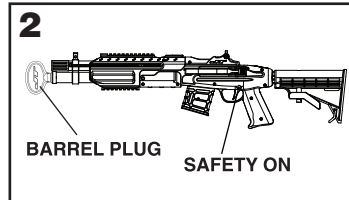


Never shoot at other players at a distance less than 10 feet

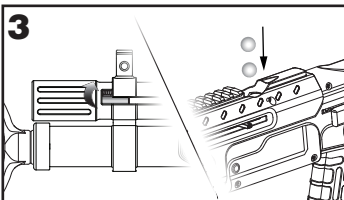
10 STEPS TO YOUR FIRST SHOT



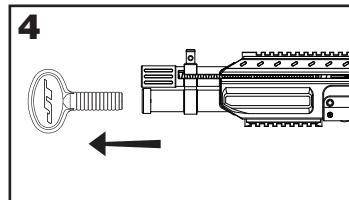
1
PUT GOGGLES ON AND MAKE SURE THEY FIT SECURELY



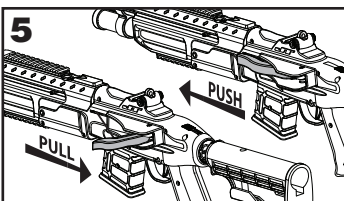
2
MAKE SURE THE z300 SNIPER IS SAFE -BARREL PLUG IN AND SAFETY ON



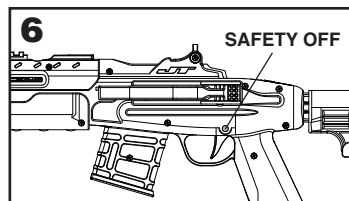
3
LOCK MAGAZINE GUIDE AND LOAD z300 SNIPER WITH AMMO



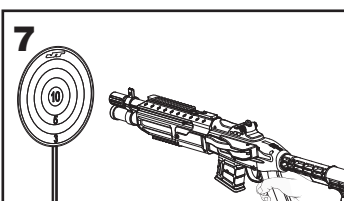
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REMOVE BARREL PLUG



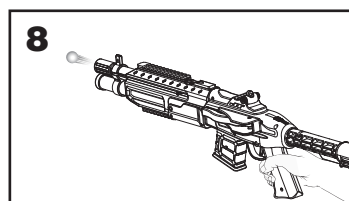
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COCK THE z300 SNIPER



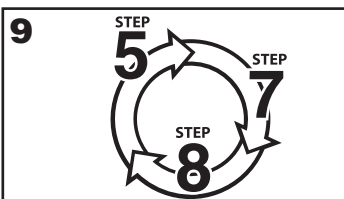
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SAFETY OFF



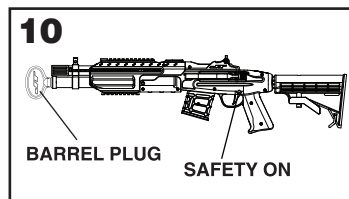
7
AIM IN A SAFE DIRECTION



8
PULL TRIGGER



9
REPEAT STEPS 5, 7, AND 8 FOR EACH SHOT



10
SAFETY ON AND BARREL PLUG INSERTED WHEN DONE PLAYING

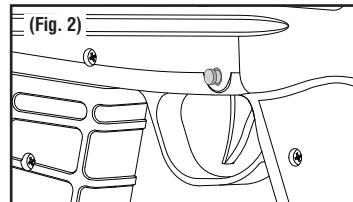
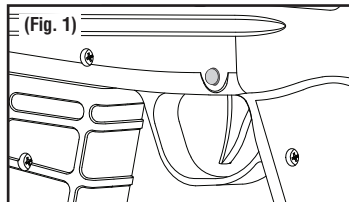
Safe Handling

Never carry your JT SplatMasterz300 Sniper uncased or out in the open when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a z300 Sniper and a real firearm. For your own safety and to protect the image of the sport, always carry it in a suitable case or bag. Safety and safe marker handling are the most important aspects of JT SplatMaster play. Please practice each of the following steps while unloaded before attempting to operate your z300 Sniper with Ammo.

- Every person within range must wear JT SplatMaster Optix or eyewear designed specifically to meet ASTM standards. (All JT masks meet or exceed ASTM standards)
- Treat every z300 Sniper as if it were loaded.
- Never look down the barrel of your JT SplatMaster z300 Sniper.
- Keep the Safety "ON" until ready to shoot.
- Keep your finger out of the trigger guard and away from the trigger until you are ready to shoot.
- Keep the barrel blocking device in the barrel when not shooting.
- Store unloaded and in a secure place.
- Do not shoot at fragile objects such as windows and never point the z300 Sniper at anything you do not wish to shoot.
- Remember that the ultimate safety device is you, the operator.

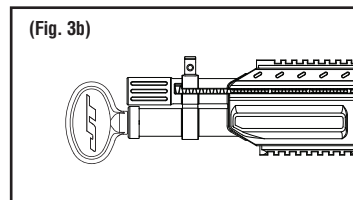
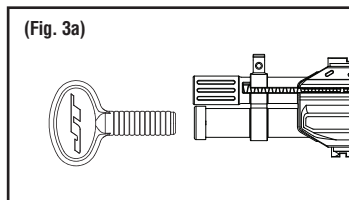
Safety

The Safety is a small mechanical push button above the trigger. (Fig. 1) When the Safety is "ON", the red indicator on the left side of the Safety will NOT be visible and the JT SplatMaster z300 Sniper will not fire. (Fig. 1) When the Safety is "OFF", the red indicator on the left side of the Safety will be visible. (Fig. 2) The Safety should be on at all times when not being fired.



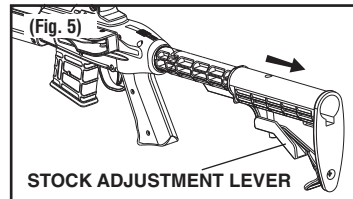
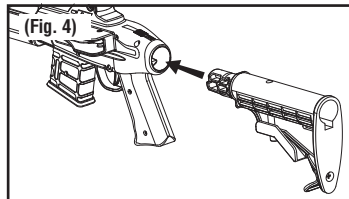
Barrel Blocking Device

The barrel blocking device should be installed at all times when not being fired, along with the Safety being in the "ON" position, where the red indicator is not visible. To install the Barrel blocking device, place the plug into the barrel end and push firmly until it is fully inserted into the barrel. (Fig. 3a, Fig. 3b)



Installing the Stock

1. Insert the shoulder stock fully into the opening at the back of the z300 Sniper. (Fig. 4)
2. Make sure the stock locks into place.
3. Once in place, pressing and holding the stock adjustment lever (Fig. 5) allows the length to be adjusted.
4. The shoulder stock comes in its shortest position, and can be adjusted to the desired length.
5. When adjusted to length, release the stock adjustment lever and slightly move the stock back and forth by pulling or pushing on the back of the stock to lock into place.



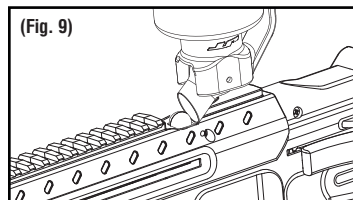
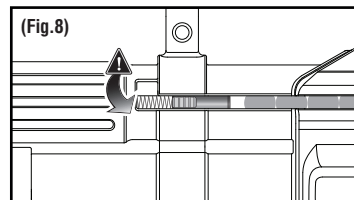
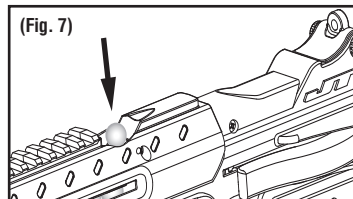
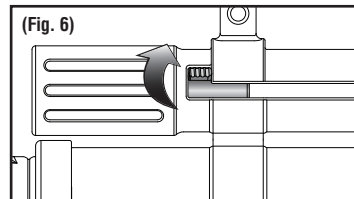
Loading JT SplatMaster Ammo

The JT SplatMaster z300 Sniper uses .50 caliber, water-soluble Ammo, available where this product was sold. Only use JT SplatMaster Ammo with this z300 Sniper.

- Make sure the Safety is "ON" and put JT SplatMaster Optix or paintball eye protective device approved by the ASTM, making sure that anyone within range does the same.

- Locate the Magazine Guide and slide it toward the barrel end and lock the Guide into the forward position by slightly twisting the guide and locking into the notch at the top of the magazine. (Fig. 6)
- Insert the Ammo one at a time into the Magazine Door, until the magazine is full (Fig. 7). The magazine will hold 15 rounds.
- Unlock the Magazine Guide, and be sure to hold it with your fingers and not release it to slam into the Ammo, it may break the shells. (Fig. 8)

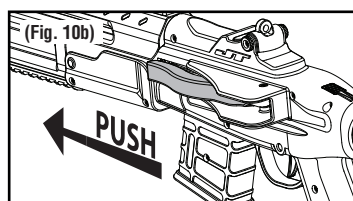
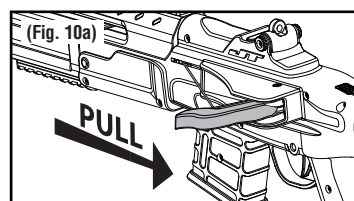
Note: The spout of JT SplatMaster Ammo containers (sold separately) are designed to feed directly into the Magazine (Fig. 9)



Firing Your z300 Sniper

Always keep your z300 Sniper pointed in a safe direction! Everyone within firing range should always use JT SplatMaster Optix or ASTM approved eye and face protection when using the JT SplatMaster z300 Sniper. Make sure the Safety is ON and that the barrel blocking plug is installed before following the steps below:

- Load the magazine with 15 rounds of Ammo.
- Locate the cocking handle on the left side of the z300 Sniper.
- Cock the z300 Sniper by pulling back on the cocking handle until the slide stops (Fig. 10a) and then forward to its original position to load the Ammo (Fig. 10b).
- The z300 Sniper has an anti-double cocking device which prevents double loading Ammo.
- If you cannot pull the slide to cock the gun, it's probable that it is already cocked.
- Remove the barrel-blocking device.
- Aim the z300 Sniper in a safe direction.
- Set the Safety to the "OFF" position, where the red indicator is visible.
- Aim the z300 Sniper at the target, using the sights on the top to assist aiming.
- Place your finger on the trigger and pull with a smooth squeezing motion.
- After the first shot is fired, re-cock the z300 Sniper using the handle. Repeat this for each shot.
- Use all the Ammo before reloading the magazine.

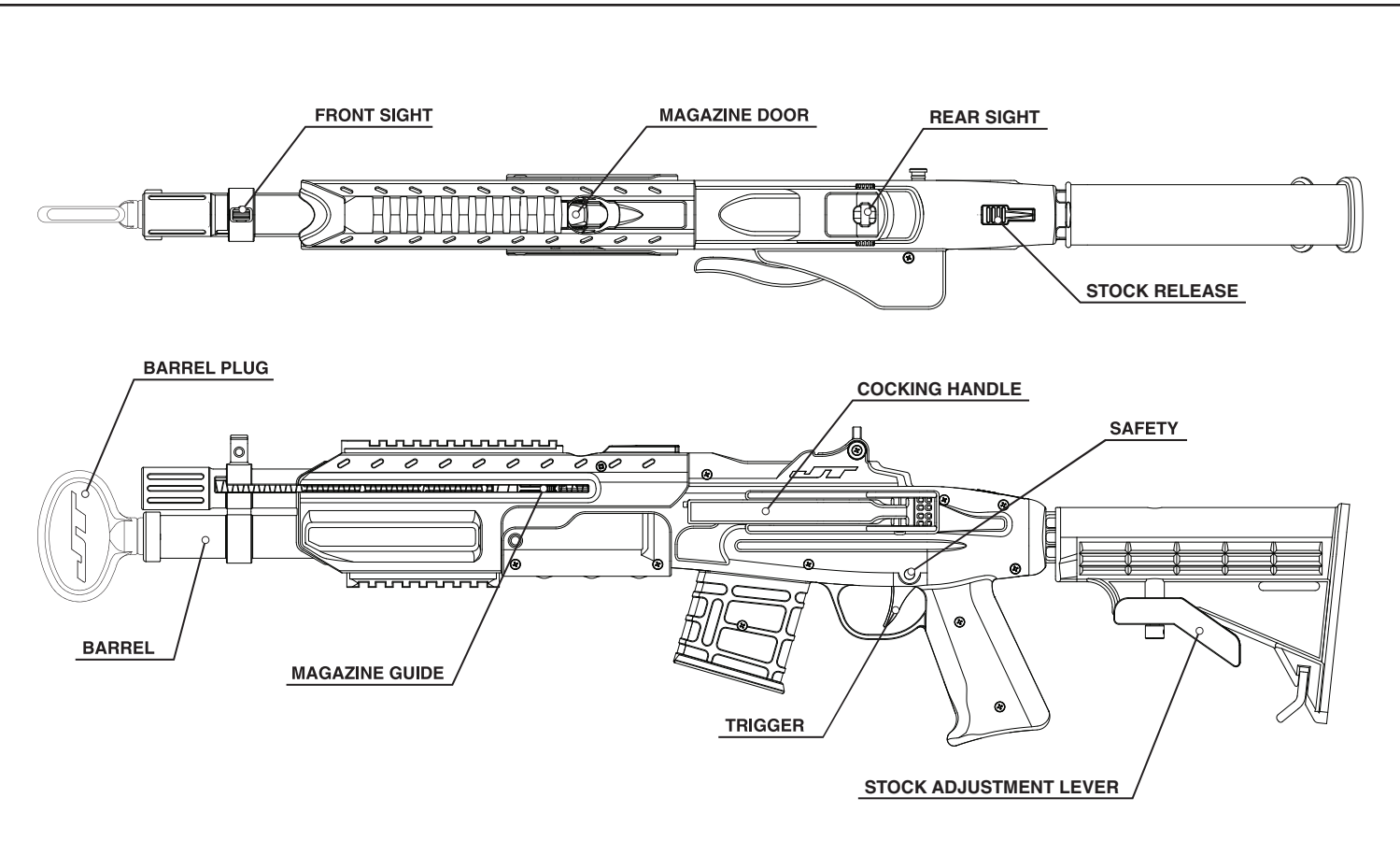


After you Play

- Make sure you leave your eye protection on and make sure that anyone within range of the z300 Sniper does the same.
- While pointing the z300 Sniper in a safe direction, shoot several times to insure there is no Ammo remaining in the z300 Sniper or the magazine.
- Place the barrel blocking device securely into the barrel.
- Push the Safety to "ON".
- The z300 Sniper is now ready to be cleaned and put away for future use.

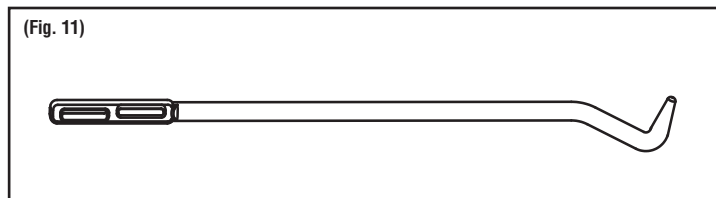
Cleaning

1. Before cleaning, be sure no ammo is in z300 Sniper. "Dry Fire" to be certain ammo is cleared.
2. Once your z300 Sniper is unloaded, you can use a cloth dampened with water to wipe off splatters, dirt and debris from the outside of the z300 Sniper.
3. Do not use any petroleum based or aerosol products/cleaners, as they can damage o-rings and plastic components. Water is enough to clean off SplatMaster Ammo paint.



4. Clean the z300 Sniper barrel by using the supplied cleaning stick (Fig. 11), with a rag attached to the end, to swab the barrel until free of paint. The cleaning stick can also be used to clear broken shells from the barrel.
5. If step 3 does not thoroughly clean the z300 Sniper barrel, you can cock the slide to the back (Open) position (Fig. 10a) and run water from a faucet down the barrel.

Be sure to thoroughly dry the marker as any metal components may rust. A hair dryer on a low setting will assist in the drying process



Storage

When you are finished using your z300 Sniper, it is important that you prepare it for storage by cleaning it thoroughly. This will not only serve to increase the life of the product, but will assure optimum performance on your next outing.

- The z300 Sniper magazine must be clear of all Ammo when not being used.
- Be sure the Safety is "ON" when not in use.
- Make sure the barrel blocking device/plug is in place.
- Store in a cool dry place.
- Keep your z300 Sniper away from unsupervised children.
- Observe and obey all local, state and federal laws concerning the transportation of paintball markers.
- For information concerning any of the laws in your area, contact your local law enforcement.
- Always store the z300 Sniper in a secure location when not in use so as to prevent access by unauthorized persons.
- Do not store the z300 Sniper while cocked.

SHOW US WHAT YOU GOT!

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New games, tricks, action shots, custom gear, etc.

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Go to: www.jtsplatmaster.com for more details

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ZIG ZAG

The diagram shows a driving course layout on a grey surface. A dashed line forms a loop. At the bottom left, a white oval contains the word **START**. At the top center, a white oval contains the word **STOP**. To the right of the **STOP** sign is a trash can labeled **#3**. To the left of the **STOP** sign is a traffic cone labeled **#2**. To the right of the **START** line is a traffic cone labeled **#1**. In the top left corner, there is a vertical pole labeled **#4** with four circular markers. A white fence is in the background.

(3) Obstacle (garbage can or bucket)

(1) JT SpatMaster Spinning Target Tree

Tape Measure

Stopwatch or Timer

NAME	GAME 1	GAME 2	GAME 3



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GET IN THE GAME



ARMY CRAWL

A diagram of a 20-foot obstacle course. The course is a rectangular area with a dashed line path. The path starts at a 'START' oval, goes to a cone labeled '#1', then to a set of three chairs labeled '#2', then to a cone labeled '#3' with a 'STOP' oval next to it. A 20-foot distance is marked between the start of the path and the 'STOP' point. A fence is in the background, and a pole with four circular markers labeled '#4' is on the right side.

(4) Chairs
(2) Brooms

(2) Obstacles
(Cones or Buckets)

(1) JT SplitMaster
Spinning Target Tree

Tape Measure

Stopwatch or
Timer

NAME	GAME 1	GAME 2	GAME 3



SHOOT AROUND

Diagram illustrating a shooting range layout with four targets labeled #1, #2, #3, and #4. Target #1 is a bullseye target with a '20' score. Target #2 is a bullseye target with a '20' score. Target #3 is a target with a '60' score. Target #4 is a barrel with a bullseye. A 'SHOOTING POSITION 1' is indicated by a double-headed arrow labeled '2''.

(1) JT SplatMaster
Marksmen Target

(1) JT SplatMaster
Nuke Bunker

(1) JT SplatMaster
Spinning Target Tree

Tape Measure

Stopwatch
or Timer

NAME	GAME 1	GAME 2	GAME 3



HIGH STEPPER

A 3D perspective diagram of an obstacle course layout on a grey rectangular field. The course starts at a white oval labeled "START" on the right. A dashed line leads from "START" to a set of three parallel beams. To the left of the beams is a vertical pole with four circular targets. A dashed line continues from the beams to a large open cardboard box labeled "#2". From the box, a dashed line leads to a set of three traffic cones labeled "#3", with curved arrows indicating a path around them. A dashed line then leads from the cones to a white oval labeled "STOP". In the background, a grey fence runs across the top. To the left of the fence is a target on a pole labeled "#4".

(3) JT SpaltMaster Marksman Target

(1) Cardboard Box
(3) Cones or Buckets

(1) JT SpaltMaster Spinning Target Tree

Tape Measure

Stopwatch or Timer

NAME	GAME 1	GAME 2	GAME 3