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The objective of Zuma is to eliminate all of the balls rolling around the screen along a given path (the path is clearly visible in all of the levels)

skull structure, which will open to varying degrees as a warning of oncoming balls.

[Zuma \(vide\) Tj T* BT /F1 12](#)

[en.wikipedia : wiki : Zuma_\(video_game\)](#)

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Most Difficult Level in Zuma.

Level	Difficulty	Votes
1-5, 4-5, 7-5, 10-5 Dark Vortex		0 votes
2-4, 5-4, 8-4, 11-4 Mouth of Centeotl		14 votes
3-4, 6-4, 9-4, 12-4 Shrine of Quetzalcoatl		2 votes
3-5, 6-5, 9-5, 12-5 Mirror Serpent		4 votes
6-6, 9-6, 12-6 Sun Stone		1 vote

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