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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.

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

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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
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3-4, 6-4, 9-4, 12-4	Shrine of Quetzalcoatl	2 votes
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3-5, 6-5, 9-5, 12-5	Mirror Serpent	4 votes
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6-6, 9-6, 12-6	Sun Stone	1 vote
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