

afiliado bet7k

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)

Most Difficult Level in Zuma.

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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