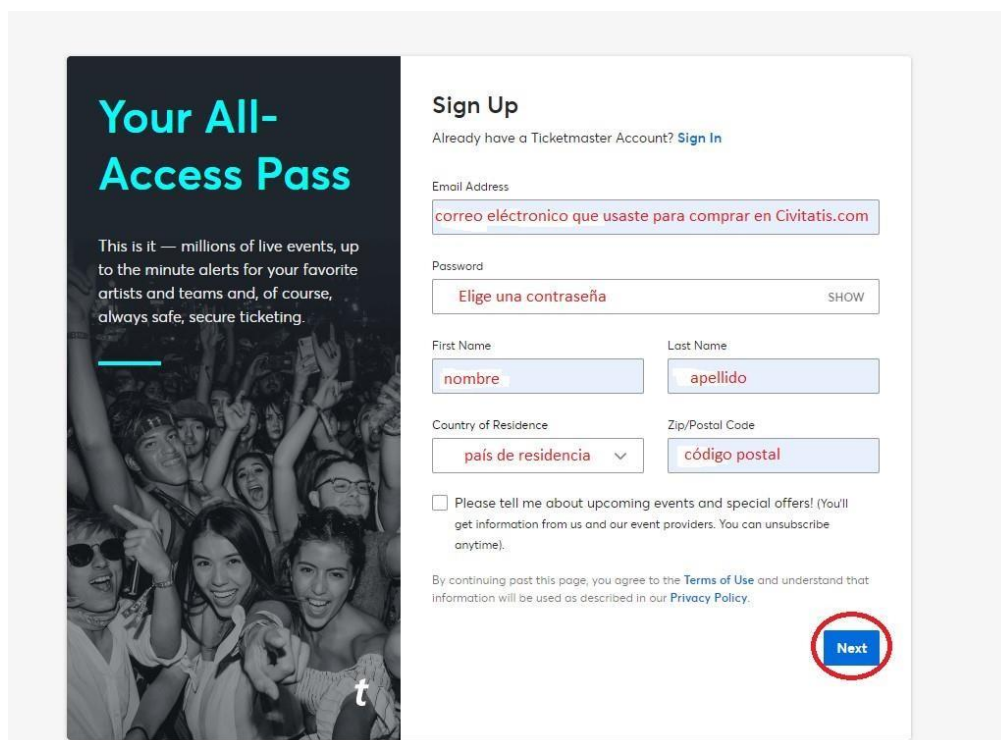


How to download the tickets to the NBA: Orlando Magic

You will need to open the confirmation link **on your phone** first. Then you will have to click on the link that reads "**Get your tickets here**", which will direct you to the Ticketmaster website.

If you have a Ticketmaster account with the same email address you used to buy the tickets, you will be able to log in with your credentials. If not, you will need to create a new account. **Please note that you must use the same email address you used to make the purchase at Civitatis.com.**

You can check the screenshot below:



Your All-Access Pass

This is it — millions of live events, up to the minute alerts for your favorite artists and teams and, of course, always safe, secure ticketing.

Sign Up

Already have a Ticketmaster Account? [Sign In](#)

Email Address
correo electrónico que usaste para comprar en Civitatis.com

Password
Elige una contraseña SHOW

First Name Last Name

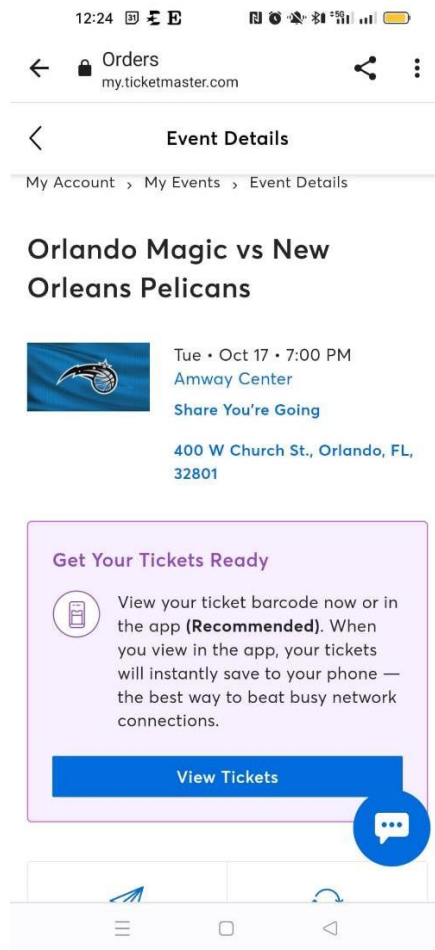
Country of Residence Zip/Postal Code

Please tell me about upcoming events and special offers! (You'll get information from us and our event providers. You can unsubscribe anytime).

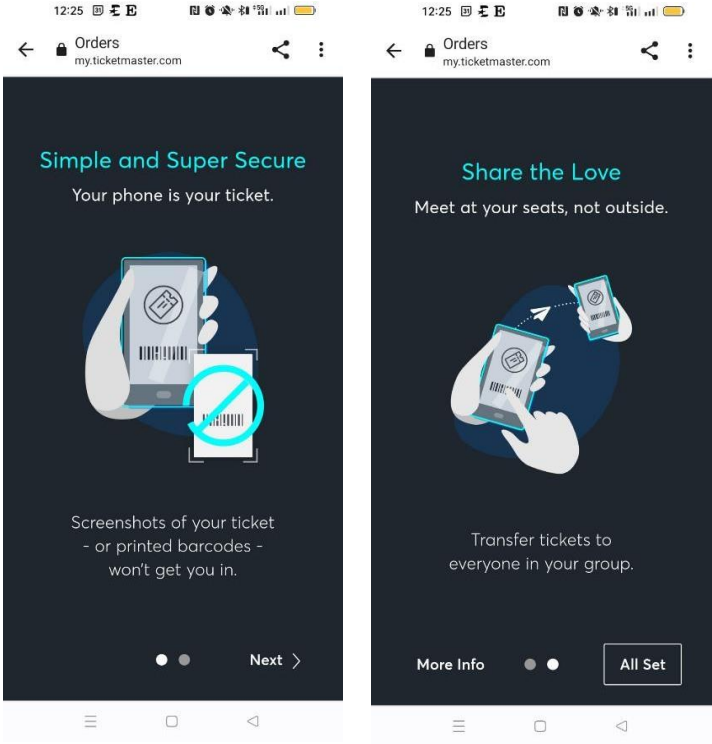
By continuing past this page, you agree to the [Terms of Use](#) and understand that information will be used as described in our [Privacy Policy](#).

[Next](#)

Once you are logged in, you will be able to see your tickets by clicking on "View Tickets":



Then, you will see some important messages on your screen. The first one will alert you that a **screenshot of the ticket is not valid to access** the stadium, not even if it is printed. The second one will inform you that you can send the tickets to the other members of your group through the **"Transfer Tickets"** option without having to enter the stadium at the same time as you:



Finally, you will get to your tickets. We recommend adding them to your **Google Wallet** or **Apple Wallet** to be able to access them easily and without requiring Internet connection on the day of game:

