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[Ojom Launches 'MAYA - Temple of Secrets' Puzzle Game](#)

Playing the game is similar to solving the riddle of Rubik's Cube

Mobile games developer and publisher, Ojom, announced the launch of a new game called MAYA - Temple of Secrets. MAYA is a simple, but absorbing puzzle game that will appeal to [mobile](#) users and hardcore gamers. Playing this game is similar to solving the riddle of a Rubik's Cube. Each puzzle is made up of a cluster of triangles with a different color in each corner. To solve the puzzle the player needs to flip or rotate the triangles to form a pattern where all the corresponding colors are connected to each other. The plot takes the gamer deep into the jungle on a quest to reveal the secrets of the hidden Maya Temple. Legend has it that the temple contains a number of 'golden artefacts' that hold the key to an unsolved mystery. Players will find the golden artefacts by solving the puzzles and eventually unlock the secret of the Temple of Mysteries. The playability is enhanced by bright and colorful graphics that bring the jungle to life. Each puzzle is framed with a decaying wall covered by twisting vines that gives players the sense of being in an ancient Aztec ruin. "We hope that mobile users, fans of logic puzzles and hardcore gamers will warm to the charm and simplicity of MAYA. This game has a universal appeal because the playability is so absorbing, once you've unlocked the key to solve the first [puzzle](#) you'll find that it is difficult to put down," said Bertram Pecher, Manager Sales & Operations of Ojom. Other titles recently launched by Ojom include: "Land Of The Dead", an adaptation of the classic horror movie; "Desperado: Duel of Vengeance", based on the action movie Desperado; and "The Birds - Evil has Wings", inspired from Alfred Hitchcock's thriller.