When it comes to puzzle games, there is one name that should be synonymous with the genre, but oddly enough very few gamers know his name. You can blame it on confusing licensing rights or even the Cold War, but whatever the reason is the name Alexey Pajitnov isn't as recognizable as his creation Tetris. Alexey has continued to make puzzle games since Tetris, but few of his titles have garnered the same attention. Even with almost every Xbox 360 owner playing Hexic in one form or another, most don't know he's the mind behind the series.

Hexic Rush continues Alexey's portable puzzle fun, but most casual fans won't know he is the mind behind the colored gem matching title on Windows Phone 7. Much like Hexic HD, Hexic Rush is all about matching the like colored gems by spinning three gems at a time either clockwise or counter-clockwise.

Unlike the titles bigger brothers Hexic HD and Hexic 2 on the Xbox LIVE Arcade, Hexic Rush is a little more difficult on the confining and small screen on Windows Phone 7 devices. All the same concepts are present. There are score multiplying stars, bombs that countdown with each move that must be eliminated before the clock hits zero, and plenty of cascading pieces. There's plenty of strategy to be had in this little portable puzzler, but it never quite hits the addictive point that makes a successful puzzle game.

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REVIEW SCORE: 7.5 OUT OF 10

{gallery}screenshots/Microsoft/HexicRush{/gallery}