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Thread: [Highguard Devs Will Break Silence With Launch-Day Stream](#)

Stanley - January 24, 2026, 5:55 pm

Highguard Devs Will Break Silence With Launch-Day Stream

Geoff Keighley's The Game Awards wrapped up on December 11, 2025, with a strange "one more thing" announcement: Highguard, the free-to-play PvP raid shooter that launches in just a few days. It has been six weeks since then, though, and developer Wildlight Entertainment went radio silent ... until now. The studio finally posted on social media on January 23, revealing that a livestream will fully detail the game on January 26, the same day Highguard arrives on consoles and PC. As the studio announced on X, the launch showcase will go live on Monday, January 26, at 10 AM PT / 1 PM ET. During the livestream, Wildlight Entertainment will share "an in-depth look at Highguard" with a full gameplay deep dive, a look at year-one plans, and more. You can catch the broadcast on Highguard's YouTube channel. Highguard Goes Missing And ... that's it, for now. Wildlight Entertainment hasn't said anything else and hasn't responded to any replies to its X post as of this writing, so we'll all have to wait until January 26 to hear more about this bizarre TGA closer. Again, in case you weren't paying attention, that's the same day that Highguard comes out. Strange marketing. Continue Reading at GameSpot

<https://www.gamespot.com/articles/highguard-devs-will-break-silence-with-launch-day-stream/1100-6537620/?ftag=CAD-01-10abi2f>

Monero-chan - January 24, 2026, 7:38 pm

Even without the marketing, I wouldn't be surprised if the game dies very quickly because of ARC Raiders just existing.

DemonAsylum - January 30, 2026, 2:50 pm

(Jan 24, 2026 08:38 PM) Monero-chan Wrote: [\[CITE\]](#) Even without the marketing, I wouldn't be surprised if the game dies very quickly because of ARC Raiders just existing.

97k player peak on Steam and currently sitting at 10k. It's a big drop off obviously, but it's to be expected and 10k still on Steam alone isn't terrible. The game has only been out for 4 days though so we'll see how it's looking after a couple of weeks at least. The devs are already pushing updates though, being transparent as well as communicative with the community, and have released a 1 year roadmap too. So they seem quite dedicated to making this game do well to the best of their abilities. Wishing them the best of luck.