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Thread: [Highguard Studio Isn't Concerned With Accruing Massive Player Counts On Launch Day](#)

Stanley - January 26, 2026, 4:55 pm

Highguard Studio Isn't Concerned With Accruing Massive Player Counts On Launch Day

One of the developers behind Highguard says the concurrent player count for the new first-person shooter does not need "to be super huge in order to be successful." As Highguard launches, previews are rolling out across a variety of different publications, including GameSpot. A flurry of interviews with the game's developers are also revealing more about the game that's now in players' hands. Lead Designer Mohammad Alavi shared the aforementioned sentiment about player count in a group interview attended by PC Gamer, saying that Highguard finding a core, passionate community that can grow is more important. "Honestly, we don't need [player counts] to be super huge in order to be successful," he explained. "We're a small team. A six-player match [Highguard's max player count at launch] is not hard to find. What we're really hoping for is a core group of fans that love us. That will allow us to grow. Being the ire of the internet hate machine sucks, but at the same time, I try to just focus on making the best game I can and getting that game into people's hands. At the end of the day, that's all that really matters." [Continue Reading at GameSpot](#)

<https://www.gamespot.com/articles/highguard-studio-isnt-concerned-with-accruing-massive-player-counts-on-launch-day/1100-6537654/?ftag=CAD-01-10abi2f>

cl0udzz - January 26, 2026, 10:55 pm

i've tried the game pretty boring tbh

DemonAsylum - January 30, 2026, 1:28 pm

Came out 4 days ago, had a peak player count on Steam of 97k, and is now sitting at 10k. It's obviously a big drop off, but that's to be expected honestly. It's not like 9k is nothing either and it doesn't include consoles. The game had a fair amount of hype behind it due to being shown at The Game Awards, Geoff Keighley (host of The Game Awards) talking it up a bunch after, and then it intrigued a lot of people as well due to the lack of marketing between that event and its release. It's been getting a ton of hate, but a lot of it just seems mindless and or bandwagoning. Lots of people clearly just riding the hate train without even trying it as well. Mind you it's a free game so nothing is stopping them from that. It doesn't look like my kind of game, but it doesn't look as bad as I've seen many people trying to make it out to be. There are definitely genuine problems that it has and areas where it lacks, but sadly most games do on release nowadays. The game is free at least and the team has already started pushing updates so it seems they're truly dedicated to trying to make this work. It's good to know they're not too focused on the player count either. Granted, it's obviously quite important. I'd be curious to know what player count they expected to be sitting at after the dust settles from the release and what they're genuinely happy with while continuing to maintain the game. Regardless of that, they already have a 1 year roadmap released so again, they're clearly confident about and committed to this game. If nothing else, that's something worth respecting and appreciating from game devs.