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Thread: [Highguard Store Page Removes Mention Of Apex Legends And Titanfall](#)

**Stanley** - January 29, 2026, 4:20 am

Highguard Store Page Removes Mention Of Apex Legends And Titanfall

Developer Wildlight has updated the store pages for the newly released free-to-play shooter Highguard to remove mention of how the game was developed in part by people who also worked on Apex Legends and Titanfall. When the game's Steam store page went up, the first line on it said, "From the creators of Apex Legends and Titanfall..." Today (via Kotaku), the listing begins by describing the game itself. The first line now reads, "Highguard is a PvP raid shooter where players will ride, fight, and raid as Wardens..." The game's Xbox and PlayStation store pages also do not mention Apex Legends or Titanfall, but it's also not immediately clear if they ever did. The developers have not discussed why the references to Apex and Titanfall were removed from Steam or any other store pages. Continue Reading at GameSpot

<https://www.gamespot.com/articles/highguard-store-page-removes-mention-of-apex-legends-and-titanfall/1100-6537736/?ftag=CAD-01-10abi2f>

**Aeowulf** - January 29, 2026, 4:47 am

If its not the same studio... wouldn't they not want to rep those other games?

**DemonAsylum** - January 29, 2026, 11:01 pm

(Jan 29, 2026 05:47 AM)Aeowulf Wrote: [\[CITE\]](#) If its not the same studio... wouldn't they not want to rep those other games?

It's pretty common for devs of previous successful games to mention and or market that point when it comes to releasing their new games. I would say that's all the more so if the new game is going to be anything even remotely similar to their previous work as well. An example of the first part at least is when Bungie released Destiny and there was however much mention and or marketing of "from the creators of Halo".

Doing the above is no doubt meant to provide people with more confidence, interest, etc, since it makes clear it's not just a brand new team of devs working on their first game for instance, but rather those that are well experienced and have been a part of teams that released one or more successful games already.