Highguard is shutting down this month

Another high-profile live-service game is shutting down soon after launch: this time it’s the free-to-play squad shooter *Highguard*.

Developer Wildlight Entertainment says that, even though *Highguard* reached 2 million players, the game will be shut down permanently on March 12th. That’s less than two months after the game debuted on January 26th. “Despite the passion and hard work of our team, we have not been able to build a sustainable player base to support the game long term,” the studio explained.

Before the game ends for good, it’s getting one last update either tonight or tomorrow that will add a new character and weapon, among other changes.

This all comes as publishers and developers continue to chase the sky-high player counts and steady revenue streams that come from big live-service hits like *Fortnite*. However, the space continues to prove to be incredibly difficult to break into, with recent success stories like *Arc Raiders* incredibly rare. Even single player-focused studios like *Alan Wake* developer Remedy have tried to expand into live-service releases with less-than-stellar results.

https://www.theverge.com/games/880206/highguard-shut-down