



Proven LiveOps Services for Long-Running Games

Operations, Consulting, DevOps & Tools

Who We Are

20+ years of collective LiveOps experience.

Based in Chile. Operating globally.

We provide comprehensive LiveOps services for studios operating titles at any stage, from post-launch transitions and operational consulting to infrastructure support and LiveOps tools.

We help studios make live games last.



Who We Are

Selected Client & IP Experience

TLG and founder experience across leading studios, publishers and live titles.

COMPANIES



IP & TITLES



TITANFALL

What We Do

Live Game Operations

We operate your live game end-to-end.

Live Services Consulting

We diagnose what is slowing your LiveOps down.

Managed DevOps

We keep your infrastructure and releases covered.

LiveOps Tools

We help your team ship content faster and safer.





WHAT WE DO

LIVE GAME OPERATIONS

Live Game Operations

Complete LiveOps Team

We provide the cross-functional team needed to operate your live title, from strategy and content to delivery and support.

We cover:



Product:

Roadmap, priorities & monetization.



Production:

Cadence, planning & delivery.



Game Design:

Events, economy & balance.



Art & Content:

Assets, specs & implementation.



Engineering:

Backend, frontend & live systems.



Analytics & QA:

Reporting, validation & release confidence.



Live Game Operations

Where We Fit

Who it's for

- Teams building their **next project** while protecting current revenue.
- Publishers with live titles whose original developer is **no longer available**.
- Games **nearing sunset** that still have room to recover.

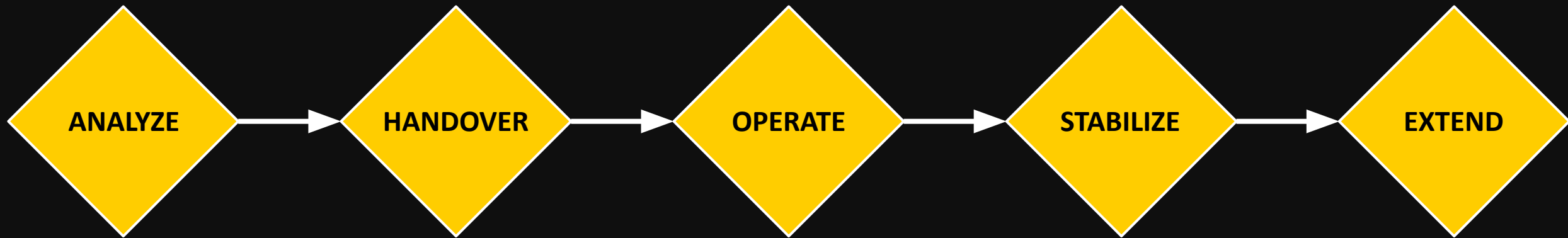
Outcome

- Stable operations without distracting the core team.
- A reliable partner to own cadence, content and delivery.
- More runway for live games with revenue potential.



Live Game Operations

Game Handover Process



**From operational uncertainty to cost-controlled,
repeatable LiveOps you can trust.**



Live Game Operations

DC Legends: Handover Case Study

Game: DC Legends
Publisher: WB Games
When we joined: 2 years post-launch

State at handover:

- **Original team size:** 20
- **Documentation:** Minimal
- **Content cadence:** Irregular
- **Expected runway:** 6 months



Live Game Operations

DC Legends: Handover Case Study

What We Did:

- Assumed LiveOps responsibility.
- Tightened content cadence.
- Fixed pipelines and built new ones.
- Introduced **Raid Boss**, a major new feature.
- Reduced operational costs.



Live Game Operations

DC Legends: Handover Case Study

Results:

- Content production time: -75%
- Production bugs: -95%
- Team size: -50%
- Monthly infra costs: -USD 40k
- Game lifespan extended: +5 YEARS



Live Game Operations

Portfolio Examples

GAME	PUBLISHER	GENRE	HIGHLIGHTS
Power Rangers: Legacy Wars	nWay	Mobile Fighter	+6 years, -95% live bugs, strict release cadence
DC Legends	WB Games	Mobile RPG	+5 years, -40k/mo infra cost, -50% team size
HellFire: The Summoning	DeNA	Mobile RPG	+4 years, -80% content production time
Transformers: Battle Tactics	DeNA	Mobile PVP Strategy	+2 years, -50% content production time
TownStar	Gala Games	Web Strategy Builder	+3 years, -90% live bugs, -30k/mo infra cost
Eternal Paradox	Gala Games	Mobile RPG	+1 year, -90% live bugs, -50% team size



Live Game Operations Portfolio Examples



DC Legends



Power Rangers: Legacy Wars



Eternal Paradox



Transformers: Battle Tactics



TownStar





WHAT WE DO

LIVE SERVICES CONSULTING

Live Services Consulting

Short-Term, High-Impact Assessments

We help studios **identify bottlenecks, reduce risk and improve LiveOps performance.**

We assess:



Infrastructure:

Setup & cost optimization.



Operational Pipelines:

Content & art production flow.



Analytics:

Tracking, dashboards & decision frameworks.



Game Design:

Features, economy & tooling.



Product & Monetization:

Offers, pricing & strategy.



Live Services Consulting

Where We Fit

Who it's for

- Teams that need a **clear LiveOps diagnosis**.
- Studios facing content, tooling, analytics or monetization **bottlenecks**.
- Teams preparing to scale, recover or transition a live title.

Outcome

- A clear view of what is slowing LiveOps down.
- Prioritized fixes across product, process and technology.
- Practical next steps to reduce risk and improve performance.





WHAT WE DO MANAGED DEVOPS

Managed DevOps

Infrastructure Peace of Mind

We handle DevOps so your team can focus on the game.

What we cover

 **Cloud Infrastructure:**

Setup, scaling & optimization.

 **CI/CD Pipelines:**

Safer builds, deploys & rollbacks.

 **Reliability:**

Monitoring, alerts & incident support.

 **Security:**

Best practices for critical systems.

 **Continuity:**

Coverage beyond a single person.



Managed DevOps

Where We Fit

Who it's for

- Teams with live games and **no dedicated DevOps coverage.**
- Teams relying on **one key infrastructure person.**
- Teams that need senior support, **not more headcount.**

Outcome

- Your team focuses on building the game.
- We keep the infrastructure covered.
- Lower operational risk without adding permanent headcount.





WHAT WE DO LIVEOPS TOOLS

LiveOps Tools

Basilisk, Our LiveOps Platform

- Built from real **LiveOps** operations.
- **Versioned**, safe data builds.
- **Faster iteration** on events, balance and offers.
- **Closed beta**: Ideal for games **in development**.



usebasilisk.com

Request beta access today!



BASILISK



LiveOps Tools

Where We Fit

Who it's for

- Teams building **frequently updated games**.
- Teams **reducing engineering dependency** for content.
- Teams prototyping fast and validating gameplay systems early.

Outcome

- Designers and product teams iterate faster.
- Engineers stay focused on core development.
- Content updates become safer, versioned and repeatable.



Let's Talk Before You Sunset a Game

Don't make the sunset call before we talk.

We can help you find the fastest path to more runway.

- Stabilize operations.
- Identify bottlenecks and reduce risk.
- Improve infrastructure and release reliability.
- Ship content faster, with less risk.

contact@theliveopsguild.com

