

Continue



Overwatch 36 maps altogether in Overwatch 2 (not including all Control or holiday variant maps) across all game modes available in Quick Play, Competitive Play, and Arcade. While some maps can be encountered in variations in every game mode others are unique to a singular game mode. There are 27 maps you can play in Quick Play and Heroic game modes, which include Control, Escort, Hybrid, and Push. Many of these same maps can be found with a slight variation in the Capture the Flag, Deathmatch, Elimination, or Team Deathmatch game modes. Other maps, such as Maleveto, can only be played in one game mode. For a more detailed look at each game mode and how to play them, including new game modes such as Push, visit our [Overwatch 2 Game Modes](#) page.

All maps that were introduced in the original Overwatch have updated looks in Overwatch 2, most notably new lighting and new map assets. The following maps have been newly introduced with the launch of Overwatch 2:

- Circuit Royal
- Midtown
- Havanna
- Colosseo
- Espesera

New Queen Street in the Control game mode, both teams fight to seize control over a single objective point. The team who can maintain control of the objective point of the objective, reaching 100% on objective time, wins that round of Control. Whichever team wins the most rounds secures their victory. The following maps can be played in the Control game mode in either Quick Play, Competitive, and Arcade.

- Map Type:ControlMaps:Downtown, Sanctuary, MEKA Base

Rattling through your spawn room onto the objective point at the start of the round, considering leading your team along an alternate route. For example, on the Sanctuary map, move up to the top of the building and down the stairs to reach the objective. On the Downtown map, take the alleyway behind the shops to reach the objective. On the MEKA Base map, take the underground passage to reach the objective. In all three maps, the objective is located in the center of the map. The team that reaches the objective first wins the round. Consider using Sojourn's Disruptor Shot to ensure enemies in tight corridors, Mei Ice Wall, Sojourn's Disruptor Shot, or With three teammates on the Busan for this reason. Consider using Sojourn's Disruptor Shot to ensure enemies in tight corridors, Mei Ice Wall, Sojourn's Disruptor Shot, or Zaryas Graviton Surge Ultimate, which will pull in and trap any nearby enemies for your team to finish off. Even if you do not choose to play Lucio as a Support, consider choosing him in the spawn room to use his Speed Boost to rush your team towards the objective, before swapping back to the Support of your choice. In general, Lucio is always a good Support pick for Control maps, where recontesting the objective is crucial.

Map Type:Control, Capture the FlagMaps:Lighthouse, Ruins, Well

All of the Lios maps, particularly Lighthouse and Well, are ideal for flying heroes. Pharah and Echo would pair well with Support hero on Mercy to pocket or focusing all their healing and damage boosting onto them. Heroes with knockback abilities are a great pick for Lios as well, as each of the three maps has maximum potential to knock enemy players off the map. Lucio, Pharah, D.Va, and even Zenyatta are all fantastic hero picks for this reason, as are Roadhog and Junker Queen, who both have abilities that can drag enemy players off the map with the perfect positioning. Sniper Damage heroes such as Widowmaker and Hanzo are a popular pick on the Lios maps. Ruins is a very open map with long sightlines. Travel across the map using cover to avoid getting sniped from afar. Even if you do not choose to play Lucio as a Support, consider choosing him in the spawn room to use his Speed Boost to rush your team towards the objective, before swapping back to the Support of your choice. In general, Lucio is always a good Support pick for Control maps, where recontesting the objective is crucial.

Map Type:Control, Capture the FlagMaps:City Center, Gardens, University

Yet another great Control map for fliers, Pharah and Echo will get a lot of advantage on Oasis, particularly in City Center and Gardens. The areas surrounding the objectives are nice and open, making any hero with high vertical mobility a great choice. Flanking Damage heroes can see a lot of success on the University Oasis map, where there are lots of corridors with narrow sightlines that lead up to the objective - including underground passageways near each spawn room that lead to a room beneath the objective that accesses the point. Even if you do not choose to play Lucio as a Support, consider choosing him in the spawn room to use his Speed Boost to rush your team towards the objective, before swapping back to the Support of your choice. In general, Lucio is always a good Support pick for Control maps, where recontesting the objective is crucial.

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also opt to pass by pressing the "Ready" button. They can also retract or change their vote at any time during the vote. If all players unanimously voted for the same map, the map voting phase will end instantly with that map being selected. Otherwise, once the voting ends, rather than selecting the most voted map, the game will randomly select the map to be played with the amount of votes each map got being proportional to the probability of the map being picked. For example, if Map A got 3 votes, Map B got 6 votes and Map C got one vote, the respective probabilities of each map being picked are 3/10 for A, 6/10 for B and 1/10 for C. As such, the map choice conforms to what most players in the match want to play, while ensuring that players that prefer a less popular map will also have a chance of getting on their map of choice. After the map voting phase ends in Competitive Play, players enter the Hero Ban phase. In other modes, players are loaded into the selected map.Standard Play/Play There are 31 maps implemented for standard gameplay: 8 Escort maps, 7 Hybrid maps, 7 Control maps, 4 Push maps 3 Flashpoint maps and 2 Clash maps. These are the maps used for Unranked and Competitive Play in Overwatch.Control Main article: Control Control maps are unique because they are essentially three different smaller maps that all co-exist in one larger area. Unlike the other standard game modes, both teams are attackers and there is one spawn room for each team, for each stage, located at each end of the map. Right at the center of the map is a large rectangular or circular area that the teams must capture and control. Control maps are by default symmetrical. Since the three stages are all very different from each other, Control maps offer the most variety in team compositions and strategies.Escort Main article: Escort Escort maps have a payload that the attackers must escort across three checkpoints. The payload is located next to the attackers' first spawn room. In total, Escort maps have six spawn rooms (three each for attack and defense). Attacker and defender spawn rooms change every time a checkpoint is reached, with the new attacker spawn room being right next to the captured checkpoint and the new defender spawn room moderately behind the next checkpoint. However, Route 66 is an exception with the defenders having two spawn rooms.Flashpoint Main article: Flashpoint Gameplay of Flashpoint functions similarly to the Control game mode, and currently contains the largest maps compared to previous game modes, with many connecting pathways to five different control points. These maps are symmetrical, providing an equal travel distance across four spawn points, with two opposite and changing spawn rooms for each team that are dependent on the location of the next control point. Each team must capture and control three points to win.Hybrid Main article: Hybrid Hybrid maps are a mixture of Assault and Escort maps. There is an Objective A for attackers to capture, and after it is captured, attackers must escort a payload across two checkpoints. Sometimes the payload exists as a part of the Objective (Eichenvalde, Hollywood, Numbani) and sometimes it needs to be unlocked (Blizzard World, King's Row). The distance between Objective A and the first checkpoint is slightly longer than the distance between the first checkpoint and the second. What is interesting about Hybrid maps is the number of spawn rooms is inconsistent. There are three attacker spawn rooms for each stage and there is a defender spawn room for Objective A; however, some maps have only one defender spawn room for the two payload stages (King's Row, Numbani) while others have a spawn room for each (Blizzard World, Eichenvalde, Hollywood).Push Main article: Push Push maps are symmetrical with a robot at the center of the map. Each team has a block that the robot has to push to their respective ends, but only 1 team can control the robot at a time and the opposing team has to take control of the robot to push their barricade. Each team's progress is independent of the other's. Upon having the robot push the block to a checkpoint, that team's spawn room changes. The team that reaches the endpoint, or with the furthest progress at the end of the match, wins.Clash Main article: Clash Clash is the newest addition to Overwatch 2 with the release of Season 2. Each Clash map is symmetrical and each game starts with a central point, which is usually playable within the first two. After that, iteration is constantly carried out before it ships.[6] Payload maps take the longest to design due to the amount of art required, while arena maps can be completed the fastest.[7] When designing maps, the developers often visit real-world locations where applicable. The locations are often infused with 'fantasy' elements (combining the location with the 'fantasy' of it as it exists in the real world).[8]Cut Maps TriviaBusan: MEKA Base is the only Control map stage that does not exist as a standalone map.Horizon Lunar Colony and Paris have been removed from Quick Play and related modes as of the March 15, 2022 patch.[9]When Assault, Escort, or Hybrid maps are added to the Arcade, they are cropped for Deathmatch. When Control maps get added to the Arcade for these modes, the stages are split into maps of their own and are given a new time of day.Kanezaka was initially announced for both Deathmatch and Team Deathmatch during the Kanezaka Challenge in 2021.[5][10][11] Additionally, there was an invite-only Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the game.Overwatch Devs Reveal Oasis' New Lore And Secrets. Game Informer, accessed on 2017-02-19 5.0.5.1 2021-01-19, NEXT STOP: KANEZAKA. Blizzard Entertainment, accessed on 2021-01-27 2018-05-07, David Adams on Twitter, Twitter, accessed on 2018-05-17 2018-05-07, David Adams on Twitter, Twitter, accessed on 2018-05-17 2019-11-07, BlizzCon 2019 Overwatch 2 Panel Transcript, Blizzardplanet, accessed on 2020-04-10 2021, Kanezaka Challenge. 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edge: This helps you outplay your opponents.Players who improve their map awareness and positioning show better results. Studies show a 25% increase in win rates. This highlights the importance of mastering key Locations on Each MapEach Overwatch 2 map has objectives and key spots. Important areas include:Health pack locationsHigh ground vantage pointsChoke points and entry routesFlanking pathsDefensive positionsKnowing these spots helps you make better decisions. It improves your navigation and strategic thinking. Players who learn map layouts see a 40% boost in adaptability.Adapting Your Position Based on Game SituationPositioning in Overwatch 2 changes with the game's flow. You need to adjust your position based on the situation. Different match phases require different strategiesGame PhasePositioning StrategyAttackingPush forward, coordinate with your team, and balance aggression and caution.DefendingHold defensive positions, control choke points, and deny enemy progress.TeamfightsPosition yourself for maximum impact, whether it's damage, healing, or disruption.RegroupingFall back, regroup with your team, and prepare for the next fight.Adjusting your position based on the game situation is crucial. Studies show a 50% increase in victory rates for adaptable players. This shows the importance of being flexible and responsive.By focusing on map awareness and positioning, you can improve your Overwatch 2 gameplay. Learn each map, identify key locations, and adapt to the game situation. This will help you lead your team to victory.Overwatch Map Guides and ResourcesAs you explore Overwatch 2, you'll find many resources to master the game's maps. Guides made by experienced players offer insights into each map's layout and key spots. They also suggest heroes for each map. These guides help you develop strategies and adjust your play to fit different maps.There are also video tutorials and streams that show map-specific tactics. Watching skilled players can improve your understanding of the game. You'll learn how to use the map to your advantage and work with your team.Community forums are great for map strategy tips. Talking with other players helps you share experiences and learn from others. These forums discuss the latest strategies and hero combinations for competitive play.Try custom games and workshop modes to improve your map knowledge. These settings let you practice and test strategies in a safe space. They help you get a better understanding of each map's details.Learning Overwatch maps is a continuous journey. New maps and updates mean you need to stay up-to-date with strategies. With the help of guides and resources, you'll be ready for any map and lead your team to win.Tips for Playing on New Overwatch MapsWhen Blizzard adds new maps to Overwatch 2, it's a thrilling chance to see new places and find new ways to play. But, getting used to new maps can be tough, even if you're good at the old ones. By learning the new maps well, you can get ahead and enjoy the game more.Exploring and Learning New Map LayoutsGetting to know new maps is key. Spend time exploring every part, focusing on key spots like objectives and health packs. Knowing the map helps you guess where enemies will be and where to hide.Here are some tips for learning new maps:Play custom games or practice matches to freely roam the map without pressureUse the spectator mode to watch matches and see how others play the mapMake a mental map of important spots, like high places and narrow pathsShare what you know with your team to help everyoneAdapting Strategies to New Map EnvironmentsEvery new map is different, so you need to change how you play. What works on one map might not work on another. Try out different heroes, positions, and team tactics to find what works best.Here's how to adjust your play for new maps:Look at the map's design and see which heroes are best for itChange your position based on the map, using cover and high spotsWork with your team to come up with new plans for the mapBe ready to try new things and change plans as neededBy exploring and learning new maps, and adjusting your play for them, you'll be ready for any new map. Remember, getting good at a new map takes time, patience, and learning from both wins and losses.ConclusionOverwatch 2 Season 13 is coming soon, packed with exciting content. The Halloween Terror event will bring "Junkenstein's Revenge" and spooky cosmetics. The My Hero Academia crossover event will add more themed items to collect.As Season 13 begins, keep up with balance changes and map updates. Reinhardt's Barrier Field health has been slightly reduced. Hanzo got a small health boost. Sombra's EMP ultimate cost went up, and Juno's Mediblaster healing was nerfed.Four maps, including Circuit Royale, Dorado, Havana, and Numbani, have big changes. Make sure to explore and adjust your strategies. To excel in Overwatch 2, improve your map knowledge and develop strategies for each map.Communicate well with your team using callouts and pings. Stay active in the community, share your insights, and keep learning. Season 13 promises thrilling gameplay, new challenges, and Halloween fun!FAQWhat are the different types of maps in Overwatch 2?Overwatch 2 has four main map types: Control, Escort, Hybrid, and Push. Each type has its own goals and ways to play.How do Control maps work in Overwatch 2? Control maps are arena-style. Two teams fight to hold a central point. Games are best-of-three, with each round on a different part of the map.What is the objective of Escort maps in Overwatch 2?Escort maps require one team to move a payload to a goal. The other team tries to stop them. The moving team must stay close to the payload.How do Hybrid maps combine different objectives in Overwatch 2?Hybrid maps mix assault and escort goals. The attackers must capture a point and then escort a payload. The defenders aim to block their success.What are Push maps, and how do they work in Overwatch 2?Push maps introduce a tug-of-war style. Teams push a robot to the enemy's base. The robot moves towards the team with more players nearby.Why is it important to understand the different map types in Overwatch 2?Knowing each map's unique goals and strategies is key to success. It helps players plan and work together better.How can I develop map-specific strategies in Overwatch 2?Adapt your play to each map's layout and goals. Use the map's layout, team up, and communicate well for success.What are map callouts, and why are they important in Overwatch 2?Map callouts are names for locations or objectives. Clear callouts improve team coordination and performance.How often does the map pool change in Overwatch 2?The map pool in Overwatch 2 changes with the seasons. New maps or changes are added based on feedback and balance.Where can I find resources to improve my understanding of Overwatch 2 maps and strategies?Look for guides, tutorials, streams, and forums. These offer detailed maps, hero tips, and strategies. If you're wondering what Overwatch 2 maps are available, you'll be pleased to know that we have a full roundup of what is in the game here Kyle Wilson Published: Oct 10, 2022 Overwatch 2 There's a lot about Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch - however, there are also a number of brand new additions as well. Alongside new Overwatch 2 heroes, there's going to be a number of new Overwatch 2 maps you'll find yourself battling it out on. But, all the existing Overwatch maps are also going to find themselves added to the Overwatch 2 maps list - except Hanamura, Horizon Lunar Colony, Paris, Temple of Anubis, and Volskaya Industries. So, this sequel is going to have roughly the same number of maps as the original - and, you can expect all the new locations to be as incredible and full of character as the returning ones. So, let's do a quick run-through of all the Overwatch 2 maps - new and old - and what you can expect to see from each one. Thankfully, you're not going to have to push a payload on all of them. Overwatch 2 mapsThere are 19Overwatch 2 maps available in the game currently: Circuit Royal, Monte CarloColosseo, RomeEsperana, LisbonMidtown, New YorkNew Queen Street, TorontoParaiso, Rio de JaneiroBlizzard WorldBusanDoradoEichenwaldeHollywoodIliosJunkertownKing's RowLijiang TowerOasisRialtoRoute 66Watchpoint: GibraltarWell, that's everything you need to know about all the Overwatch 2 maps. We'll keep this updated with all the post-launch maps released by Blizzard and (with any luck) all the missing Overwatch maps - if they ever get repurposed and reintroduced. Skip to the content Hey, I'm Zathong and this share is about all map in Overwatch 2, Location. Every map has objectives, secrets, and strategies to explore. 1 Overwatch 2 Map Layouts 2 Overwatch 2 Map Locations Click image to view layouts for each map: Main MapArcade Maps+ Hollywood (Los Angeles, California, USA).+ Eichenwalde (near Stuttgart, Germany).+ Blizzard World (Irvine, California, USA).+ Dorado (fictional city, Mexico).+ Route 66 (along Route 66, Arizona, USA).+ Kings Row (London, UK).+ Volskaya Industries (St. Petersburg, Russia).+ Watchpoint: Gibraltar (Gibraltar).+ Temple of Anubis (Cairo, Egypt).+ Rialto (Venice, Italy).+ Hanamura (Tokyo, Japan).+ Junkertown (fictional city, Australia).+ Ilios (Santorini, Greece).+ Horizon Lunar Colony (The Moon).+ Oasis (fictional city, Iraq).+ Nepal (The Himalayas, Nepal).+ Numbani (fictional city, near Nigeria).+ Lijiang Tower (Lijiang, China).+ Estádio das Rs (Rio de Janeiro, Brazil).+ Castillo (near Dorado, Mexico).+ Ecopoint: Antarctica (a base in Antarctica).+ Sydney Harbour Arena (Sydney, Australia).+ Black Forest (near Eichenwalde, Germany).+ Chteau Guillard (near Annecy, France).+ Ayutthaya (northern Thailand).+ Necropolis (near The Temple of Anubis, Egypt).+ Petra (southern Jordan). You may also like: Overwatch 2 Best Heroes For Each Map Learn which are the best heroes to play in Mobile Legends: Zhuxin, Chip, Cici, Nolan, Isia, Novaria, Arlott, Joy, Fredrinn, Julian, Melissa, Xavier, Edith, Yin, Phylax, Valentina, Aamon, Floryn, Natan, Aulus, Granger, Benedetta, Brody, Paquito, Alice, Esmeralda, Wanwan, Digpie, Natalia, Change, Chou, Selena, Jawhead, Khufra, Roger, Lancelot, Kagura, Tigreal, Bruno, Mathilda, Kaja, Guinevere, Rafaela, Hanabi, Miya, Johnson, Gatotkaca, Zhaask, Helcurt, Pheovus, Ling, Claude, Hayabusa, Beatrix, Gusion, Gloo, Yve, Zilong, Estes, Harley, Aldous, Luo Yi, Angela, Alucard, Uranus, Hylas, Atlas, Silvanna, Layla, Lesley, Yi Sun-shin, Eudora, Sun, Popol and Kupa, Lapu-Lapu, Franco, Pharsa, Barats, Alpha, Clint, Vale, Saber, Yu Zhong, Cyclops, Ruby, Fanny, Karina, Cecilion, Bane, Balmond, Freya, Lolita, Belerick, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Leomord, Kadita, Nana, Valir, Baxia, Minotaur, Irithel, Lylia, Odette, Hanzo, Faramis, Badang, Karrie, Kimmy, Thamuz, Martis, Hilda, Aurora, Dyrroth, Masha, Minsitthar, Gord, Terizla, Vexana. About Melam Zathong ! This my blog about game. I share general information about the game with you all over the world, for those who need it. An individual who loves playing games, especially Auto Chess games (Teamfight Tactics, Auto Chess Mobile, Magic Chess). Top Moba Game build guide (TFT, Smite, Arena of Valor, Dota 2, Vainglory, Onmyoji Arena, Heroes of the Storm, Brawl Stars, Heroes Evolved, Battlerite , Marvel Super War, Wild Rift). Top Game Pokmon. And top multiplayer strategy game as: (Fortnite, Rise of Kingdoms build, Adventure Build, Clash Royale Deck Build, Brawlhalla build, Clash Mini Build, Castle Clash, Naraka: Bladepoint, Tower of Fantasy, Epic Seven, Nikke). Thats why I created this Game Blog to share information about the game and also fulfilled my wish to have a Game Blog of my own. [Support Information: Privacy Policy | Contact Me]

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