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There are 36 maps altogether in Overwatch 2 (not including all Control or holiday variations of maps) across all game mode, others are unique to a singular game mode. There are 27 maps you can play in Quick Play and
Competitive Play 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 Malevento, 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 2. Circuit Royal Midtown
Paraiso Colosseo Esperanca New Queen StreetIn 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 the longest, reaching 100% on objective point. The team who can maintain control of the objective point the longest, reaching 100% on objective point the longest, reaching 100% on objective point the longest, reaching 100% on objective point.
be played in the Control game mode in either Quick Play, Competitive, and Arcade.Map Type:ControlMaps:Downtown, Sanctuary map, move up to the
drum by the coast first. If the enemy team has moved to take point, you now have height advantage as you press your attack. The alternate routes to the objective point on all three Busan maps tend to be rather narrow. Heroes with zoning abilities tend to get a lot of utility on
Busan for this reason. Consider using Sojourns Disruptor Shot to ensare enemies in tight corridors, Meis Ice Wall to cut off an enemy players escape, 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 reason.
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, Capture the FlagMaps: Lighthouse, Ruins, Well All of the Ilios maps, but 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 Ilios 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 Ilios Ruins map. 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 pick for Control maps, where recontesting the
objective is crucial. Map Type: Control, Capture the FlagMaps: Control Center, Garden, Night Market Flying heroes such as Pharah and Echo excel on the three Lijiang Towers maps. Control Center, Garden, and Night Market are all rather open maps with high ceilings, giving you an excellent angle on the enemy team. In Control Center, consider
moving your team to the connecting room beside the objective point before taking the objective. Even if you do not clash with the enemy team in this connector area, you will have some high-ground advantage before you rush the point. Even if you do not clash with the enemy team in this connector area, you will have some high-ground advantage before you rush the point.
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: Sanctum, Shrine, Village Damage heroes who have strong flanking capabilities will do well on all
three Nepal maps. Reaper, Tracer, or Sombra can quickly dash into an enemy teams backline without being seen thanks to all the cover the Nepal maps provide. 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 map for fliers, Pharah and Echo will get a lot of advantage on Oasis, particularly in City Center and Gardens. The
areas surrounding the objective 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. In Escort, the attacking team moves a payload through the map, while the defending team fights to halt their progress. If the attacking team can keep the attackers from regaining control of the payload before time
runs out, then the defenders get the victory. The following maps can be played in the Escort game mode in either Quick Play, Competitive, or Arcade. As the Defending team, you might want to position yourselves at the start of the match near the enemy spawn room. If you unable to hold the enemy team here, however, you will need to quickly back
up. Choosing heroes with high mobility or vertical mobility will allow you to swiftly take the high ground above the cafe that is on the payloads route. Pharah or Echo are smart hero picks on the Attacking team, as the start of the Circuit Royal map is quite narrow. Sending a flier into the enemys backline can disrupt the Defending teams position. With
three teammates on the payload, the payload will move along the objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the
team in a pinch (Lucio or Solider: 76)Map Type: Escort, Deathmatch, Team Deathmatch, Team Deathmatch Tank heroes with shields, such as Reinhardt or Sigma, can help the defending team move the payload creates more space for the rest of your team to play in with relative safety. Sniper or flier
Damage heroes will do well on Dorado. There is plenty of high-ground platforms that heroes with vertical mobility can take advantage of, plus long sightlines you can abuse, particularly on after the payload has made it past Point A. On Defense, consider setting up on the high ground platforms near the enemy teams spawn room. The payload must
pass under the bridge in order to progress to Point A, and taking this position gives you the advantage while they attempt to travel along the objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance,
consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio or Solider: 76) On the Defending team, consider positioning your team right up against the enemy teams spawn room before the match begins. If you are stealthy on your approach,
this might catch them by surprise. The gas pumps located outside the Attacking spawn room also make for good cover to fight around. The section of Havana beyond Point A features many narrow corridors, catwalks, and other avenues. Heroes with zoning abilities, such as Meis Ice Wall, Sojourns Disruptor Shot, or With three teammates on the
payload, the payload will move along the objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio or
Solider: 76) Junkertown is another Escort map where the Defending team can potentially take the Attackers by surprise by sneaking up to their spawn room. Take the map and move out from behind cover once the match begins. Taking advantage of high-ground platforms is crucial in Junkertown,
whether you are on Attack or Defense. Sniper and flier heroes can be good hero choices towards this end. With three teammates on the payload, the payload will move along the objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the
payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio or Solider: 76) On the Defending team, be on the lookout for flankers constantly. Rialto has many alternate routes that the Attacking team can use to move around you and strike your backline. With three teammates
on the payload, the payload will move along the objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio
or Solider: 76) On the Attack, the key to pushing the payload past the first checkpoint is to force the enemy team out of position. Do this by sending Damage heroes into their backline to flank and pick off weak Supports, or by saving up enough Ultimates to overwhelm the enemy team. Be careful not to expend too many Ultimates though! At the start
of your Defense, positioning your team mostly on top of the gas station by the first checkpoint is ideal. You have a good angle on the approaching payload as it rounds the corner, and this position also keeps every other avenue a flanker might use easily within your line of sight. With three teammates on the payload, the payload will move along the
objective route much quicker than with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio or Solider: 76) Heroes with vertical mobility
are the ultimate pick for Watchpoint: Gibraltar. Consider picking a flier like Pharah or Echo, and a Mercy to pair with them. Genji, Hanzo, and Kiriko are great choices as well for their Wall Climbing abilities. As the Defending team, it might be tempting to stay on the high ground as the enemy pushes the payload up to the first checkpoint. However,
once they succeed in escorting the payload under the bridge, you have officially lost the advantage. Consider dropping down onto the other side of the bridge, facing the enemy spawn, so you continue to give yourself the high-ground advantage. With three teammates on the payload will move along the objective route much quicker than
with only one. That being said, if your team needs to push up to cut off the enemy teams advance, consider leaving a teammate on the payload with either long sightlines (Widowmaker or Ana) or high mobility should they need to catch up with the team in a pinch (Lucio or Solider: 76)The Hybrid game mode is a combination of the Assault (retired
from the original Overwatch) and Escort game modes. The attacking team must first battle the defenders to win control of an objective point at the other end of the map. The following maps can be played in the
Hybrid game mode in either Quick Play, Competitive, or Arcade. The hardest part of being the Attacking team on any Hybrid map is capturing that first objective. If your team is struggling to push past the enemy, build up your Ultimates and coordinate which ones you plan to use in order to overwhelm the enemy team. There is plenty of high-ground
platforms to be found in Blizzard World. On the Defense, try to position yourself on the high ground whenever possible. This gives you the ideal vantage not only for picking off incoming players but a better view of potential flankers. Taking the first point as the Attacking team is rough on Eichenwalde, as your team tends to funnel under the bridge.
with few options for flanking. Picking a flier hero such as Pharah or Echo, and coupling them with a Mercy, is a good choice to help get the enemy team out of position. In general, forming an Attack team with a Dive composition is a good move on Eichenwalde. Tank heroes such as Wrecking Ball, D.va, and Winston can jump into the enemy teams
front line, disrupting their positioning with relative ease. On Defense, sniper heroes such as Sojourn and Soldier: 76 can gain a lot by peppering enemies on the approach, building up Ultimate charge quickly.
Consider moving through the security room or through the alley to the back of the objective, rather than pressing straight forward on the Attack. If you are still having trouble reaching the point before being gunned down, you might want to swap to heroes that suit a Dive composition, such as Wrecking Ball, D.va, or Winston to take back high-ground
advantage from the Defenders. The most direct path is not always the best path. On the Attack, lead your team around the right side of the statue, or even through the hotel to the left before moving onto the point. This cuts off your enemies line of sight, even if only briefly. Use Lucios Speed Boost or Junker Queens Commanding Shout in order to
rotate to the objective quickly and catch the enemy team by surprise. The route the payload takes through Kings Row is narrow, making it easier for Tank heroes with shields, such as Reinhardt and Sigma, to zone or cut off incoming Attackers. Meis Ice Wall ability can also be incredibly useful on Defense. Place it behind a retreating Tank or other
hero to cut off their escape. On the Defensive team, take full advantage of how tall the payload itself is by positioning yourself around the payload. Shield heroes and other heroes with zoning abilities will see a huge advantage on Midtown, where so many passageways are easily cut off. Consider picking Tanks such as Reinhardt or Sigma, or Damage
heroes like Sojourn or Mei. If the Attacking team succeeds in getting the payload into Grand Central Terminal, consider swapping to a Damage hero who is superior at flanking, such as Reaper, Tracer, or Sombra. The narrow corridors of the train station will give these heroes a huge advantage on Defense. The high ground surrounding the first point
of Numbani is too good for your team not to ultiize it. On Defense, consider splitting your team up across both sides of the point for the ultimate vantage point. Heroes with high mobility, such as Genji, Pharah, or even Mercy should have no problem repositioning to the other high ground in a pinch if their teammates need help. While on the Defending
team, it can be tempting to chase the enemy team all the way back to their spawn, especially when you feel that you have the advantage. If you are caught out of position, it only takes a few well-timed enemy Ultimates to cost you the first point. You want
to pick high mobility heroes on the Attack, particularly when capturing Point A. Chances are that the enemy team will be set up on the high ground platforms or force them out of position compelling them to meet you on the objective itself. Choosing a flier hero such as Pharah
or Echo, or any hero with vertical mobility such as Hanzo, Genji, or even Widowmaker, puts you at the advantage in Paraiso. The cramped environment can make it difficult to get a good view of the enemy, so being able to take high ground when you are able is vital. It is only fitting that Lucios hometown map should have so much opportunity for Wall
Riding. Lucio is a fantastic pick for Paraiso, especially on Attack while attempting to capture the objective point. Heroes who excel at flanking, such as Reaper, Tracer, or Sombra will thrive on Paraiso. There are tons of alleys and other alternative routes along the route the payload takes, giving your ample opportunity to sneak into the enemy teams
backline. Push is a new game mode introduced in Overwatch 2, in which two teams fight over control of a robot in an effort to escort the Robot while it pushes your teams barricade to the end of the route. If neither team succeeds in this, at the end of the ten minutes,
before you take the first checkpoint. Securing this checkpoint unlocks a better spawn room to help your team recontest the Robot. On the first push to take the jump on the other team. Shield heroes such as Reinhardt and
Sigma can be useful in Colosseo, where many of the passageways are quite narrow. The quickest route to contest the Robot at its initial start location is not along the route the Robot travels. Instead, cut through the corridors just down the avenue from each teams spawn room. Having a Lucio or a Junker Queen on your team to boost your movement
speed can give your team a huge headstart. Flanking heroes such as Reaper, Tracer, or Sombra can do especially well on the first contest of Esperanca. With their mobility, these heroes such as Reaper, Tracer, or Sombra can do especially well on the first contest of Esperanca. With their mobility, these heroes such as Reaper, Tracer, or Sombra can do especially well on the first contest of Esperanca. With their mobility, these heroes such as Reaper, Tracer, or Sombra can do especially well on the first contest of Esperanca.
majority of your teams Ultimates in order to overwhelm the enemy team recontest the Robot. Once your team has taken the Robot. Securing this checkpoint unlocks a better spawn room to help your team right before you take the first checkpoint.
you take the first checkpoint. Securing this checkpoint unlocks a better spawn room to help your team recontest the Robot, rather than following the route directly to the starting point, cut through the shops and down the stairs to reach the Robot swiftly. Fliers such as Pharah or Echo, or other heroes with high
mobility like Genji, Hanzo, or Kiriko, are all great picks for New Queen Street. Being able to dive over the covered bridge at the center of the map can give your team the advantage to gain control of the Robot first. The following maps can be played in different Arcade game modes, including Capture the Flag, Deathmatch, Elimination, and Team
Deathmatch.Map Type:Capture the FlagMap Type:CeathmatchMap Type:DeathmatchMap Type:Deathm
DeathmatchThe Assault game mode was taken out of rotation for Quick Play and Competitive in Overwatch 2, but the following Assault maps are still available in Custom) Map Type: Assault (only available 
Custom) Map Type: Assault (only available in Custom) Map Type: Assault (only available in Custom) Share copy and redistribute the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you
follow the license terms. Attribution You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your
contributions under the same license as the original. No additional restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable
exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Maps are the environment in which Overwatch is played. Overwatch 2 features several different maps based on
locations, both fictional and real, around the world. Most maps have an objective the players must accomplish to win the match. Map voting Before the map that is about to be players will go through a map voting base, players will go through a map voting base, players will go through a map voting Before the match. Map voting Before the match starts in Unranked and Competitive Play, players will go through a map voting base, players will go through a map voting base, players will go through a map voting Before the match starts in Unranked and Competitive Play, players will go through a map voting base, players will go through a map voting base, allowing them to influence the map that is about to be players will go through a map voting base, players will go through a map voting base and players will be a map voting base and players will go through a map voting base and players will be a map voting base and 
of three maps presented to them: Two of these maps are chosen based on the least players in the match, whereas the third map option is chosen completely at random.[2] Players may 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 woting ends, rather than selecting the most voted map, the game will randomly select 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 maps, 7 Hybrid maps, 7 Control maps, 7 Hybrid maps, 7 Control maps, 8 Escort maps, 7 Hybrid maps, 7 Hybrid maps, 7 Hybrid maps, 8 Escort maps, 7 Hybrid maps, 8 Escort maps, 9 Hybrid maps
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 maps have a payload that the attackers
must escort across three checkpoints. The payload is located next to the attackers' first spawn rooms (three each for attacker spawn rooms (three each for attacker spawn rooms). Attacker and defense). Attacker and defense on 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 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 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 (Eichenwalde, 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 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, Eichenwalde, 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 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 12. Each Clash map is symmetrical and each game starts with a central point C, which is unlocked at the beginning of the game. The map contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each
point is captured instantly, with no percentage progress, and moves closer to the opposing team's spawn room with each capturing the point of spawn room. Stadium a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room. Stadium a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room. Stadium a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room.
maps.ControlMain article: Control Ilios Ruins Nepal Shrine Control in Stadium features symmetric maps that require only one point to be captured. Push Main article: Push The Stadium version of Push includes shortened version of their Standard Play counterparts, as well as locations from other game modes repurposed for Push. ClashMain article:
Clash Stadium Clash offers heavily modified Clash maps with the spawn rooms being closer to points to be captured, unlike Standard Play Clash which requires 5 points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault maps, 1 Capture the Flag map, 4 Capture the Flag map, 4 Capture the Flag map, 4 Capture the Flag map are the Flag map.
Deathmatch maps and 4 Elimination maps. Assault Main article: Assault maps have two rectangular areas that the attacker and Objective B. Objective B is in front of the defender spawn rooms, and Objective B. Object
attack and one for defense). After Objective A is captured, the second attacker spawn room is opened up next to it. The defender spawn room stays the same throughout the game. A common feature for Assault maps is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the
Standard Play. Capture the FlagMain article: Game Modes #Capture the Flag Capture the Flag Capture the Flag only features one map specifically designed for it, Ayutthaya. However, it also borrows sections from various Control maps. Generally, the maps are large and symmetrical with a spawn room at each end. Near each spawn room is the flag area with a flag
that the other team must steal and bring to their area. Deathmatch Main article: Deathmatch maps are unique because they have no spawn room. They are designed for Deathmatch and are the only ones available to accommodate as many fighting styles as possible. While other maps are also used, these four maps are specifically designed for Deathmatch and are the only ones available.
for Competitive Deathmatch. Elimination Main article: Game Modes#Elimination Elimination maps, also called Arena maps, are small, symmetrical maps with a spawn room at each end. They are designed for straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom
GamesThese maps are only available in Custom Games. TrainingThese maps are used for learning the game and contain training bots. Seasonal modesGame modes during limited-time events may also have modified maps, usually exclusive to that game mode. ArchivesThese maps are only available during the Overwatch Archives event. Uprising
features a daytime version of King's Row from around seven years ago, after it was taken over by the omnic terrorist group, Null Sector. Retribution features a nighttime version of Rialto from eight years ago, during the Blackwatch mission that began the downfall of Overwatch. Storm Rising features a stormy version of Havana from six years ago,
when Overwatch agents chased Maximilien with an oncoming hurricane. Halloween Terror Junkenstein's Revenge junkenstein's Revenge is set in the fictional town, Adlersbrunn, which is a modified nighttime version of Eichenwalde. Lunar BrawlsCTF BlitzMain article: Game Modes #Capture the Flag Mischief and Magic Summer Games Lcioball
Lcioball has its own unique maps. They are a simple field inside a transparent stadium. Scattered along the field are launching pads and Lcio must knock the ball into. All stadiums have an announcer who speaks in the native language. Winter
WonderlandMei's Snowball Offensive Mei's Snowball Offensive adds highlighted piles of snow around the map that are used for Mei's snowballs; they spawn randomly. Unlike the other brawls, this brawl's maps are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that
spawns a team of Meis and the other end a cave that spawns a Yeti (Winston). If a Mei dies, or if the Yeti must collect; the meats recharge over time. Other events Seasonal variations During seasonal events, some maps are redesigned
and decorated to fit the theme. The normal versions of these maps are still available. Halloween Terror Lunar New Year Winter Wonderland Upcoming content for features content or features that are not yet available in the game. New maps
DevelopmentPart of the map design process is to review all the pre-existing maps and ascertain which areas of the world have yet to receive representation. [4] Blizzard maintains a list of global locations that they're interested in. Sometimes, the
location is related to a story moment or a character. The decision as to which location is chosen is usually made by the game directors and team leads. However, anyone can pitch an idea for a map.[5]Some assets are shared between maps.[4] It takes two months on average to create a map, though 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 during the Kanezaka was initially announced for both Deathmatch and Team Deathmatch during the Kanezaka was initially announced for both Deathmatch and Team Deathmatch and Team Deathmatch during the Kanezaka was initially announced for both Deathmatch and Team Deathmatch and Team Deathmatch during the Kanezaka was initially announced for both Deathmatch during the Kanezaka was initially announced for both Deathmatch and Team Deathmatch during the Kanezaka was initially announced for both Deathmatch and Team 
tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch. See also List of maps by release dateReferences Blizzard Entertainment (2025-06-17). Get Powered Up in Overwatch 2 - Season 17!. Spilo (2025-02-13). Overwatch is Changing FOREVER - Reaction & Interview with the Devs. 3.0 3.1
PlayOverwatch (2025-02-12). Overwatch 2 Spotlight. 4.0 4.1 2017-01-10, Overwatch Devs Reveal Oasis' New Lore And Secrets. Game Informer, accessed on 2021-01-27 2018-05-07, David Adams on Twitter. Twitter, accessed on 2018-05-17 2018-05-18
David Adams on Twitter. Twitter, accessed on 2018-05-17 2019-11-07, BlizzCon 2019 Overwatch 2 Panel Transcript. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment, accessed on 2024-02-13 2021-01-28, Kanezaka Community
Tournament. YouTube, accessed on 2024-02-13Maps are the environment in which Overwatch is played. Overwatch is played. Overwatch is played and the world. Most maps have an objective the players must accomplish to win the match. Map votingBefore the match starts in Unranked and
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will randomly select the map to be played with the amount of votes each map got being proportional to the probabilities of each map being picked. For example, if Map A got 3 votes, Map B got 6 votes and Map C got one vote, the map being picked. For example, if Map A got 3 votes, Map B got 6 votes and Map C got one vote, the map being picked are 3/10 for A, 6/10 for B and 1/10 for C. As such, the map being picked are 3/10 for B and 1/10 for C. As such, the map being picked are 3/10 for B and 1/10 for C. As such, the map being picked are 3/10 for B and 1/10 for B and 1/10
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larger area. Unlike the other standard game modes, both teams are attackers and there is one spawn room for each team, for each team are attackers and there is one spawn room for each team, for each te
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 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 moderately behind the next checkpoint. However, Route 66 is an exception with the defenders having two spawn rooms. Flashpoint articles
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 (Eichenwalde, Hollywood, Numbani) and sometimes it needs to be unlocked (Blizzard World, King's Row). The distance between Objective (Eichenwalde, Hollywood, Numbani) and sometimes it needs to be unlocked (Blizzard World, King's Row).
number of spawn rooms is inconsistent. There are three attacker spawn room for each stage and there is a defender spawn room for beige three attacker spawn room for each (Blizzard World, Eichenwalde, Hollywood). PushMair
article: Push Push maps are symmetrical with a robot at the center of the map. Each team has a block that 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 map is symmetrical and each game starts with a central point C, which
is unlocked at the beginning of the game. The map contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each point is captured point. A team can win a match by either scoring 5 points or
capturing the point closest to the enemy team's spawn room. Stadium There are 9 maps implemented for Stadium: 4 Control lilos Ruins Nepal Shrine Control in Stadium features symmetric maps that require only one point to be captured. Push Main article: Push The Stadium version of
Push includes shortened version of their Standard Play counterparts, as well as locations from other game modes repurposed for Push. Clash Main article: Clash Stadium Clash offers heavily modified Clash maps with the spawn rooms being closer to point A / C and the final points removed. It requires only 2 points to be captured, unlike Standard Play
Clash which requires 5 points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault Main article: 
the attacker and defender spawn rooms, and Objective B is in front of the defender spawn room. In total, Assault maps have three spawn rooms (two for attack and one for defense). After Objective B is in front of the defender spawn rooms (two for attack and one for defense) attacker spawn room. In total, Assault maps have three spawn rooms (two for attack and one for defense).
for Assault maps is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the Standard Play. Capture the Flag Capture 
various Control maps. Generally, the maps are large and symmetrical with a spawn room at each end. Near each spawn room is the flag area with a flag that the other team must steal and bring to their area. Deathmatch Main article: Deathmatch maps are unique because they have no spawn room. They are designed to accommodate as
many fighting styles as possible. While other maps are also used, these four maps are specifically designed for Deathmatch and are the only ones available for Competitive Deathmatch and are the only ones available for Competitive Deathmatch. Elimination Main article: Game Modes#Elimination Elimination maps, also called Arena maps, are small, symmetrical maps with a spawn room at each end. They are
designed for straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom Games Training bots. Seasonal modes during limited-time events may also
have modified maps, usually exclusive to that game mode. Archives These maps are only available during the Overwatch Archives event. Uprising features a daytime version of King's Row from around seven years ago, after it was taken over by the omnic terrorist group, Null Sector. Retribution features a nighttime version of Rialto from eight years
ago, during the Blackwatch mission that began the downfall of Overwatch. Storm Rising features a stormy version of Havana from six years ago, when Overwatch mission that began the downfall of Overwatch. Storm Rising features a stormy version of Havana from six years ago, when Overwatch mission that began the downfall of Overwatch agents chased Maximilien with an oncoming hurricane. Halloween Terror Junkenstein's Revenge Junkenstein's Revenge is set in the fictional town, Adlersbrunn, which is a modified
nighttime version of Eichenwalde. Lunar BrawlsCTF BlitzMain article: Game Modes#Capture the Flag Mischief and Magic Summer Games Lcioball Lcioball has its own unique maps. They are a simple field inside a transparent stadium. Scattered along the field are launching pads and Lcio can wallride on the sides of the stadium. Each team has a goal
at each end that the other team's Lcio must knock the ball into. All stadiums have an announcer who speaks in the native language. Winter WonderlandMei's Snowball Offensive Mei's Me
are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a team of Meis and the other end a cave that spawns a Yeti (Winston). If a Mei dies, or if the Yeti falls off the map, they return to their respective spawn area. Scattered along the map are meat stations that
the Yeti must collect; the meats recharge over time. Other events Seasonal variations of these maps are redesigned and decorated to fit the theme. The normal versions of these maps are still available. Halloween Terror Lunar New Year Winter Wonderland article: Lunar New Year Winter
Winter Wonderland Upcoming contentThis section features content or features that are not yet available in the game. New maps DevelopmentPart of the world have yet to receive representation. [4] Blizzard maintains a list of global locations that they're
 interested in, and when choosing a new location for a map, usually pick the one that Leam 4 is most interested in. Sometimes, the location is related to a story moment or a character. The decision as to which location is related to a story moment or a character. The decision as to which location is related to a story moment or a character. The decision as to which location is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character. The decision is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story moment or a character is related to a story mo
shared between maps.[4] It takes two months on average to create a map, though 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' 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 for both Deathmatch. When Control maps get added to the Arcade 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 map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[13] However, the map was never added to the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[13] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[14] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[15] However, the map was never added to the
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Entertainment, accessed on 2021-01-27 2018-05-07, David Adams on Twitter, accessed on 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 20
the Storm in the Kanezaka Challenge. Blizzard Entertainment, accessed on 2024-02-13 2021-01-28, Kanezaka Community Tournament. YouTube, accessed on 2024-02-13 Overwatch 1 locations. Gina Lees Published: Jul 6,
2023 Overwatch 2 If you're looking for a list of allOverwatch 2 maps, then we've got you covered. Overwatch 2 brings back many of the maps from the previous game, several of which have been adjusted to give them a different feel. Alongside all the new Overwatch 2 characters and its fresh-look 5v5 gameplay, we've got details on the Overwatch 2
battle pass rewardsthat can ensure you're navigating the Overwatch 2 maps in style. If you're just jumping in and getting your bearings in the free PC game, we've collected every new and returning map, plus what game modes can be played on each of them. Overwatch 2 maps are available in several different modes: Control, Hybrid, Escort, and
Push. These modes comprise the core Overwatch 2 experience for standard modes and competitive. There's a much larger pool of maps that can be played in other modes like Assault, Deathmatch, and various Custom Games, but we're not listing those to keep things simple. Ahead of the latest season, we've gotthe full lowdown on the new and
upcoming Overwatch 2 maps.Don't expect any new maps coming with Overwatch 2 season 6as it looks like the devs are focusing primarily on the new hero coming to the game. All core Overwatch 2 maps.Here are all the maps in Overwatch 2 maps. (Control) (Control
(Control)Circuit Royal (Escort)Dorado (Escort)Dorado (Escort)Havana (Escort)Junkertown (Escort)Rialto (Escort)Rialto (Escort)Rialto (Escort)Watchpoint: Gibraltar (Escort)Watchpoint: Gibraltar (Escort)Blizzard World (Hybrid)Eichenwalde (Hybrid)Hollywood (Hybrid)Hol
Queen Street (Push)The full list of maps is closer to 40, but many of these are slight variations or deathmatch-specific matches that can only be played in Custom Games. You can head into the Custom Games menu and filter by map for a complete view of all the playing spaces. Overwatch 2 season 4has altered the way maps selection works in
competitive play -by removing the map pool system entirely, players can picktheir favorite game mode maps whenever they want. New Overwatch 2 mapsMany of those maps mentioned above are brand-new, so here's a quick tour of the sequel's fresh battlefields. Antarctica Peninsula The Antarctica Peninsula arrived in Overwatch 2 season 3, and is
the latest control map tolaunch in the multiplayer game. This frosty landscape is theresearch baseof peerless climatologist and free-roaming penguins. Given its theme, it certainly feels like an extension of the Ecopoint: Antarctica arena map that typically serves as the stage for the
Overwatch Winter Wonderland events. However, the focal point for playersfighting within the Antarctica Peninsula will undoubtedly be the enormous bow of the icebreaker ship, thoughwe can also expect to duke it out in icecaves and underground industrial warehouses. PCGamesN sat down withlevel designer Trey Spisak to talk about Antarctica
Peninsulaand what we might expect from this latest iteration of the control formula. Shambali Monastery Released as part of Overwatch 2 season 2, Shambali Monastery serves as the home for Zenyatta, Genji, and
Ramattra, among many other synthetic fugitives fleeingthe Omnic Crisis. The Escort mission will take players along its winding paths, following in the footsteps of the Omnics before you. Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown, New York is available in Hybrid mode. Its roads run through and below Midtown is available in Hybrid mode.
The streets are littered with police cars and yellow taxis and the map features a pizza restaurant, mini market, laundrette, various coffee and DIY shops, a swanky hotel, and construction sites. The main attraction is the fire station, where you need to escort a fire truck through Midtown to win. Colosseo, RomeThe Rome-based Colosseo map is
available in the new Push mode, and as well as Rome's quaint, cobbled streets, you can also battle in and around the Colosseum. It's quite enclosed compared to other Overwatch 2 maps, with courtyard gardens and small cafes, so expect some gladiator-style fighting and exquisite architecture. The best Overwatch 2 tank heroes are sure to help you
stand your ground. New Queen Street, TorontoToronto's New Queen Street is available in the new Push mode. You can explore the subway and Union Station or take to the snowy streets and fight in one of the many cafes or restaurants, and trendy bars, including underground in the cute Egg House. Or, skip over the railway line to the Museum of
Technology and the curling center. Circuit Royal, Monte Carlo, Circuit Royal is available in Escort mode. As the sun sets, players can duke it out among the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels, with an F1 track running through the many poker tables and lavish hotels.
JaneiroThe Brazilian Paraiso map is a colorful Hybrid map where players have to push the payload through the winding streets of Rio de Janeiro. Blizzard says that it's their largest map to date, and it's certainly one of the most colorful on offer. Teams will have tobe careful while moving through this map if you find yourselves too spread out, eventhe
best Overwatch 2 support heroesmay struggle to keep everyone alive. Esperana, LisbonThe Esperana map, set in Lisbon, Portugal, is a Push map. It features long, open streets with some ideal sniper sight lines andplenty of indoor flanking routes that the best Overwatch 2 DPS heroes can take full advantage of while escorting the Push robot around
its winding streets and riverbanks. Those are all the new maps in Overwatch 2 right now. While more maps are expected, in the meantime, check out our overwatch 2 right now. While more maps are expected, in the meantime, check out our overwatch 2 right now. While more maps are expected, in the meantime, check out our overwatch 2 right now.
favorite hero fits into the team, as well as all the latestOverwatch 2 PvE release datenews. Additional contributions by Ken Allsop. Overwatch 2 is an interesting sort of sequel. Considering Overwatch 2 maps. There's a total
of 23 OW2 maps, allowing for more than enough different venues for your team to get into the groove. Head below to find them divided up by game mode, so you know what you get to do and where. Beyond the new places to play, there are a bunch of fresh Overwatch 2 characters to get to grips with too. There's a guide to the best mobile MOBAs too
if you fancy learning about one of the key influences in the creation of Overwatch 2 maps Escort to verwatch 2 maps Escort to verwatch 2 maps Escort to verwatch is known for. The attackers escort the payload towards the enemy's
spawn points across three checkpoints. It's a thrilling, excellent mode, and these are the maps you can expect to see playing it. Circuit Royal Set in the F1 capital of the world, Circuit Royal was originally known as Monte Carlo - named after the city in the principality of Monaco. It was first announced in 2019 but received an updated name to
commemorate the open-wheel racing inspiration this Overwatch 2 map takes. Dorado The world tour of Overwatch 2 maps is all about globetrotting - this time we head to Dorado, a city in Mexico. With a backstory based on the destruction of the city's energy infrastructure, the city is rebuilding with fusion plants on the way from a large corporation.
Havana Now we jet-set to Havana, Cuba, to the changing cultural influence of a city with a long legacy. Just like in real life, there's concern about the massive jump in tourism to the country, and the possible effects it may have. We saw a new nighttime version of this map in Overwatch 2 gameplay from 2019, which you can see above. Junkertown
Heading to Junker Queen's homeland, Junkertown is an Overwatch 2 map set in the Australian outback. The Queen leads the scavenger group known as the Junkers, where they find money wherever they can and fight it out in arena battles. Rialto If you've ever wanted to hear a barcarolle on a peaceful gondola ride, you may be kept wanting with
Rialto, even though you get to head to the canals of Venice, Italy in this Overwatch 2 map. While you'll be there shooting it out, it's still a massive tourist attraction, with art, food, and gorgeous scenery. Route 66 If you ever plan to motor west, travel my way, take the highway that's the best, and get your kicks on Route 66. Winding from Chicago to
LA, more than two thousand miles all the way, Route 66 may be immortalised by Nat King Cole, but he sure wasn't singing about a videogame. Instead of his version, we get to fill the place with explosions and specials to ruin its peaceful, old-timey nature. Watchpoint: Gibraltar At the end of Europe, you get to the Rock of Gibraltar, a massive
limestone promontory (thanks Wikipedia), a natural wonder of the world. In Overwatch 2, this map is the space for one of the many former Overwatch bases for the organisation. Hybrid Overwatch 2 maps offer up different payload objective permutations to keep you on your toes between sessions. Head below to check out all the maps on
offer. Blizzard World Out in Irvine, California, lives a Disneyland-style theme park dedicated to everything Blizzard backer. Eichenwalde Stuttgart is the sixth largest city in Germany, but what you may not know is that on the outskirts,
many colourful heroes are battling it out in the black forest. An old city that saw much combat in years-ago wars, it's now abandoned, with the forest retaking it. Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling Hollywood With palm tree-lined streets and endless glistening sun, the rolling streets and endless glistening sun, the rolling streets and endle
the film industry can't escape Overwatch 2's endless battles, offering another place for us to duke it out. King's Row Now we head to my home, horrible old blighty, the worst place in the world: England. Here in Overwatch's version of London, we get futuristic skyscrapers, blaring skylights, and a holographic Big Ben (sorry, Elizabeth Tower). Anyway,
come here for sky-high rents, overpriced pints, and an endless sense of dread that even Overwatch 2 can't fully placate. Midtown New York, the big apple, the city of neon and chrome, the place so nice they named it twice, comes to Overwatch 2 as a fresh new map. The city that never sleeps will be more awake than ever when Midtown gets its
streets full of players to explore the art-deco streets. Numbani Like an Overwatchified Wakanda, Numbani is a futuristic, harmonious city near Nigeria. With elegant skyscrapers, greenery and gardens, and a bright blue sky that goes on forever, it's a shame to fill it full of trigger-happy cartoon characters. Paraso Heading to Rio de Janeiro, in the
shadow of Cristo Redentor, is Paraso, an Overwatch 2 map based around the single-player mode for an experience focused on the story. With bright, colourful buildings and rising, steep streets, it's set to be the biggest map yet. Control Overwatch 2 maps are pretty hard to get a good team composition for, thanks to their wide variety.
With the aim of capturing a central zone, the objective is pretty simple, and it can often lead to pretty hectic battles. Here's where you'll be doing all that. Busan Train to Busan? More like payload to the objective, soldier! This South Korean metropolis is as lavish as they come, with vibrant corner stores and rising skyscrapers. Hopefully, no train-
related zombie antics will happen in this Busan experience. Ilios I'm pretty sure the general consensus is that 'ilios' means sun, like ", but that's helios to my eye. When I see capital 'I' Ilios, I think, as in Trojan. Either way, this beautiful island paradise is perfect for a bit of sun and a margarita. Just mind all the ancient ruins all over the place. Lijiang
Tower Another bustling metropolis, Lijiang Tower is a sky-high skyscraper at the centre of a sprawling city in China. With shops, restaurants, and parks, it sounds like a typical city. That is until we get in there and start destroying everything. Nepal Nepal is a landlocked country in South Asia, where a monastery high in the Himalayan mountains is the
backdrop for some tough control battles. Careful here, you can fall off the map to your death, with knockback attacks being a good goer. Oasis In the desert in Iraq lies Oasis, a futuristic space of creation and scientific invention. The utopian space for the brightest minds of the world is also an Overwatch 2 map for all your control combat. Push
Overwatch 2 mapsA brand new game mode just for Overwatch 2, push is a little similar to escort, except there are blocks instead of payloads, and a robot the teams need to use to push their respective blocks. We're yet to have a good go at it, so this is more of a mystery. At least we know where we'll be doing all this pushing. Colosseo At the heart of
a McDonalds-infested Rome lies one of the jewels of Roman history, the Colosseum. Instead of gladiatorial showdowns, however, we get robots duking it out in here. I'd go for the pizza, but maybe there'll be too many bullets flying. Esperana In another spot on the European tour, we head to Lisbon in Portugal for this Overwatch 2 map. Esperana
means hope, but we're yet to see what possible lore permutations await us within this place. New Queen Street takes us to the Canadian city of Toronto for a single-player story experience. It's a classic Overwatch city: big skyscrapers, shining blue sky, and a general sense that it's a nicer place
to be than the real world. Unreleased Overwatch 2 mapsThere's no game mode affiliated with these Overwatch 2 maps. We just have to wait and see what we'll be doing there. All the names below are placeholder names, just so you know. Gothenburg is the second-largest city in Sweden. With gorgeous water, dainty architecture, and a
general sense of peace, I kind of hope we don't have to do any of that old violence here. Let's just have some pickled herring, ey? India We don't know all that much about the Overwatch 2 maps. Time for bed, see ya later. Go check out our Overwatch 2 skins
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guide if you need some more. Maps are the environment in which Overwatch is played. Overwatch is played on locations, both fictional and real, around the world. Most maps have an objective the players must accomplish to win the match. Map votingBefore the match starts in Unranked and Competitive Play, players

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will go through a map voting phase, allowing them to influence the map that is about to be played.[1] During this phase, players can vote for one of three maps presented to them: Two of these maps are chosen based on the least players may
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 probabilities of each 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 PlayThere are 31 maps implemented for standard
gameplay: 8 Escort maps, 7 Hybrid maps, 7 Control maps, 7 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 team, for each team, for each team 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 maps have a payload that the attackers must escort maps have six 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. However, Route 66 is an exception with the defender spawn room moderately behind the next checkpoint and the next checkpoint and
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 (Eichenwalde, Hollywood, Numbani) and sometimes it needs to be unlocked (Blizzard World, King's Row). 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 room for the two payload stages (King's Row, Numbani) while others have a spawn room for each (Blizzard World, Eichenwalde, Hollywood). PushMain article: Push Push
maps are symmetrical with a robot at the center of the map. Each team has a block that the robot 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 at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the opposing team has to take control of the robot at a time and the r
to a checkpoint, that team's spawn room changes. The team that reaches the endpoint, or with the release of Season 12. Each Clash map is symmetrical and each game starts with a central point C, which is unlocked at the
beginning of the game. The map contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each point is captured point. A team can win a match by either scoring 5 points or capturing the
point closest to the enemy team's spawn room. Stadium There are 9 maps implemented for Stadium features symmetric maps that require only one point to be captured. Push Main article: Push The Stadium version of Push includes
shortened version of their Standard Play counterparts, as well as locations from other game modes repurposed for Push. Clash Main article: Clash Stadium Clash offers heavily modified Clash maps with the spawn rooms being closer to point A / C and the final points removed. It requires only 2 points to be captured, unlike Standard Play Clash which
requires 5 points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault maps, 1 Capture the Flag map, 4 Deathmatch maps and 4 Elimination maps. Assault Main article: Assault maps have two rectangular areas that the attackers must capture: Objective A and Objective B. Objective A is between the attacker
and defender spawn rooms, and Objective B is in front of the defender spawn room. In total, Assault maps have three spawn room is opened up next to it. The defender spawn room stays the same throughout the game. A common feature for Assault maps have three spawn room is opened up next to it. The defender spawn room is opened up next to it.
maps is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the Standard Play. Capture the Flag Main article: Game Modes#Capture the Flag Capture the 
Control maps. Generally, the maps are large and symmetrical with a spawn room at each end. Near each spawn room at each end bring to their area. Deathmatch maps are unique because they have no spawn room. They are designed to accommodate as many
fighting styles as possible. While other maps are also used, these four maps are specifically designed for Deathmatch and are the only ones available for Competitive Deathmatch. Elimination Main article: Game Modes#Elimination Elimination maps, also called Arena maps, are small, symmetrical maps with a spawn room at each end. They are
designed for straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom Games Training bots. Seasonal modes during limited-time events may also
have modified maps, usually exclusive to that game mode. Archives These maps are only available during the Overwatch Archives event. Uprising features a daytime version of King's Row from around seven years ago, after it was taken over by the omnic terrorist group, Null Sector. Retribution features a nighttime version of King's Row from eight years
ago, during the Blackwatch mission that began the downfall of Overwatch. Storm Rising features a stormy version of Havana from six years ago, when Overwatch mission that began the downfall of Overwatch agents chased Maximilien with an oncoming hurricane. Halloween Terror Junkenstein's Revenge is set in the fictional town, Adlersbrunn, which is a modified
nighttime version of Eichenwalde. Lunar BrawlsCTF BlitzMain article: Game Modes#Capture the Flag Mischief and Magic Summer Games Lcioball Lcioball has its own unique maps. They are a simple field inside a transparent stadium. Scattered along the field are launching pads and Lcio can wallride on the sides of the stadium. Each team has a goal
at each end that the other team's Lcio must knock the ball into. All stadiums have an announcer who speaks in the native language. Winter WonderlandMei's Snowball Offensive Mei's Me
are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a team of Meis and the other end a cave that spawns a Yeti (Winston). If a Mei dies, or if the Yeti falls off the map, they return to their respective spawn area. Scattered along the map are meat stations that
the Yeti must collect; the meats recharge over time. Other events Seasonal variations of these maps are redesigned and decorated to fit the theme. The normal versions of these maps are still available. Halloween Terror Lunar New Year Winter Wonderland Main article: Lunar New Year 
Winter Wonderland Upcoming content This section features content or features that are not yet available in the game. New maps DevelopmentPart of the world have yet to receive representation. [4] Blizzard maintains a list of global locations that they're
interested in, and when choosing a new location for a map, usually pick the one that Team 4 is most interested in. Sometimes, the location is related to a story moment or a character. The decision as to which location is related to a story moment or a character. The decision as to which location is related to a story moment or a character. The decision as to which location is related to a story moment or a character.
shared between maps.[4] It takes two months on average to create a map, though 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 for both Deathmatch. When Control maps get added to the Arcade 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 map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[13] However, the map was never added to the map rotation for Team Deathmatch. See also List of maps by release dateReferences Blizzard Entertainment (2025-06-17). Get Powered Up in
Overwatch 2 - Season 17!. Spilo (2025-02-13). Overwatch is Changing FOREVER - Reaction & Interview with the Devs. 3.0 3.1 PlayOverwatch (2025-02-12). Overwatch 2 Spotlight. 4.0 4.1 2017-01-19, NEXT STOP: KANEZAKA. Blizzard
Entertainment, accessed on 2021-01-27 2018-05-07, David Adams on Twitter. Twitter, accessed on 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2018
the Storm in the Kanezaka Challenge. Blizzard Entertainment, accessed on 2024-02-13 2021-01-28, Kanezaka Community Tournament. YouTube, accessed on 2024-02-13Maps are the environment in which Overwatch is played. Overwatch is played.
an objective the players must accomplish to win the match. Map voting Before the match starts in Unranked and Competitive Play, players will go through a map voting phase, allowing them to influence the maps presented to them: Two of these maps are chosen
based on the least played maps of all the players in the match, whereas the third map option is chosen completely at random.[2] Players may 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 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 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 in the match want to play 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 in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the map of choice and players in the match want to play the match wan
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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 team are attackers and there is one spawn room for each team.
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 maps have a payload that the attackers must escort across three checkpoints. The payload is
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Objective A for attackers to capture, and after it is captured, attackers must escort a payload exists as a part of the Objective (Eichenwalde, Hollywood, Numbani) and sometimes the payload exists as a part of the Objective (A and the first checkpoint is slightly
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(King's Row, Numbani) while others have a spawn room for each (Blizzard World, Eichenwalde, 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 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 12. Each Clash map is symmetrical and each game starts with a central point C, which is unlocked at the beginning of the game. The map contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each point is captured instantly, with no percentage progress, and
moves closer to the opposing team's spawn room with each captured point. A team can win a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room. Stadium There are 9 maps implemented for Stadium: 4 Control maps, 3 Push maps and 2 Clash maps. Control Main article: Control Ilios Ruins Nepal Shrine
Control in Stadium features symmetric maps that require only one point to be captured. Push Main article: Push The Stadium Version of Push includes shortened version of Push includes version version of Push includes version v
the spawn rooms being closer to point A / C and the final points removed. It requires only 2 points to be captured, unlike Standard Play Clash which requires 5 points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault maps, 1 Capture the Flag map, 4 Deathmatch maps and 4 Elimination maps. Assault Main article
Assault Assault maps have two rectangular areas that the attacker and Objective A and Objective A is between the attacker and defender spawn rooms, and Objective A is captured, the
second attacker spawn room is opened up next to it. The defender spawn room stays the same throughout the game. A common feature for Assault maps is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the Standard Play. Capture the FlagMain article: Game
Modes#Capture the Flag Capture the Flag capture the Flag only features one map specifically designed for it, Ayutthaya. However, it also borrows sections from various Control maps. Generally, the maps are large and symmetrical with a spawn room at each end. Near each spawn room is the flag area with a flag that the other team must steal and bring to their
area.DeathmatchMain article: Deathmatch Deathmatch Deathmatch maps are unique because they have no spawn room. They are designed to accommodate as many fighting styles as possible. While other maps are unique because they have no spawn room. They are designed for Deathmatch Main article: Deathmatch Deathmatch Deathmatch Deathmatch Main article: Deathmatch Death
article: Game Modes#Elimination Elimination Elimination maps, are small, symmetrical maps with a spawn room at each end. They are designed for straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom GamesThese maps are only available in Custom
Games. TrainingThese maps are used for learning the game and contain training bots. Seasonal modesGame mode. Archives that game mode. Archives that game mode. Archives that game mode. Archives that game mode are only available during the overwatch Archives that game mode. Archives that game mode are only available during the game and contain training bots. Seasonal modes during the overwatch Archives that game mode. Archives that game mode are only available during the overwatch Archives that game mode. Archives that game mode are only available during the overwatch Archives that game and contain training bots.
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adds highlighted piles of snow around the map that are used for Mei's snowballs; they spawn randomly. Unlike the other brawls, this brawl's maps are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a team of Meis and the other end a cave that spawns a Yeti
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are still available. Halloween Terror Main article: Halloween Terror Lunar New Year Winter Wonderland Upcoming content or features that are not yet available in the game. New maps Development or features content or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New Year Winter Wonderland Upcoming content or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New maps Development or features that are not yet available in the game. New map
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location is chosen is usually made by the game directors and team leads. However, anyone can pitch an idea for a map. [5] Some assets are shared between maps. [4] It takes two months on average to create a map, though 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 where applicable. The locations where applicable the fastest.[8] When designing maps, the developers often visit real-world locations where applicable.
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 for Deathmatch. When Control maps get added to the Arcade for Deathmatch.
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 tournament on Kanezaka. [12] However, the map was never added to the
map rotation for Team Deathmatch. See also List of maps by release dateReferences Blizzard Entertainment (2025-06-17). Get Powered Up in Overwatch 2 - Season 17!. Spilo (2025-02-12). Overwatch 2 Spotlight. 4.0 4.1 2017-01-10,
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 2018-05-07, David Adams on Twitter. Twitter, accessed on 2018-05-17 2018-05-17 2019-11-07
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trying to get into a hero shooter game like Overwatch 2; Or a veteran trying to continue playing the game modes and maps players can experience inOverwatch 2. So continue reading ourOverwatch 2maps list
guide for more details. Here'show to get Overwatch 2. Ove
to add more variety and flavor toOverwatch 2.All Returning Maps In Overwatch 2.All Returning Maps In Overwatch 2. Below you will find their names: JunkertownKing's RowLijiang TowerOasisBlizzard WorldBusanDoradoEichenwaldeHollywoodIliosRialtoRoute
66Watchpoint: Gibraltar We will update this section if any other map from Overwatch 2.All New Maps In Overwatch 2.Circuit Royal ParaisoLocation - Rio de JaneiroEsperana Midtown New Queen StreetLocation - Canada,
TorontoSo far, the above six new maps are confirmed to arrive inOverwatch 2, supposedly on day 1. But, similar to the previous game, players can expect many new additions, especially now that the game has chosen to go with the free-to-play live service model. All Playable Game Modes And Maps In Overwatch 2From the above list, you got to know
about the game's lore while experiencing linear missions with rich stories. Apart from that, Overwatch 2 is also bringing a new PvP mode called Push, where players must gain control of Clive, a robot they have to move through multiple checkpoints, and finally to the enemy spawn point to win the match. That said! Here are the new game modes you
will get to experience inOverwatch 2, along with the confirmed maps they will offer. PushMapsColosseoNew Queen StreetEsperanaStory Experience Hero Missions Is there cross-progression in Overwatch 2?Find out here.Returning Game Modes In Overwatch 2?Find out here.Returning Game Modes In Overwatch 2?Find out here.Returning toOverwatch 2.
some with new maps and others with changes that will fit the new gameplay direction the game is trying to take. Control Maps Eichenwalde Paraiso Midtown King's Row Hollywood Escort Maps Circuit Royal Watchpoint: Gibraltar Dorado Route 66 Junkertown Hybrid Maps Ilios Lijiang Tower Oasis Busan Nepal That is it. That concludes our guide on Overwatch
2maps lists, as we have not only listed every new and returning map coming to the game but also every game mode you can experience inOverwatch 2 features several different maps based on locations, both fictional and real,
around the world. Most maps have an objective the players must accomplish to win the match. Map voting Before the map that is about to be played.[1] During this phase, players can vote for one of three maps presented to
them: Two of these maps are chosen based on the least players may 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 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 PlayThere are 31 maps implemented for standard gameplay: 8 Escort 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 are by default symmetrical. Since the three stages are all very different from each other, 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 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 attacker and defender 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 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
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 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 for each stage and there is a defender spawn room for Objective A; however, some maps have only one defender spawn room for one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, some maps have only one defender spawn room for objective A; however, and the contract the contract have a defender spawn room for objective A; however, and the contr
opposing team has to take control of the robot to push their barricade. Each team's progress is independent of 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 12. Each Clash map is symmetrical and each game starts with a central point C, which is unlocked at the beginning of the game. The map contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each point is captured instantly, with no
percentage progress, and moves closer to the opposing team's spawn room with each captured point. A team can win a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room. Stadium article: Control Iliosest to the enemy team's spawn room. Stadium article: Control Iliosest to the enemy team's spawn room. Stadium article: Control Iliosest to the enemy team's spawn room with each captured point. A team can win a match by either scoring 5 points or capturing the point closest to the enemy team's spawn room. Stadium article: Control Iliosest to the enemy team's spawn room with each captured point.
Ruins Nepal Shrine Control in Stadium features symmetric maps that require only one point to be captured. Push Main article: Push The Stadium version of Push includes shortened version of their Standard Play counterparts, as well as locations from other game modes repurposed for Push. Clash Main article: Clash Stadium Clash offers heavily
modified Clash maps with the spawn rooms being closer to point A / C and the final points removed. It requires only 2 points to be captured, unlike Standard Play Clash which requires 5 points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault maps, 1 Capture the Flag map, 4 Deathmatch maps and 4 Elimination
maps. Assault Main article: Assault maps have two rectangular areas that the attacker and Objective B is in front of the defender spawn room. In total, Assault maps have three spawn rooms (two for attack and one for defense). After
Objective A is captured, the second attacker spawn room is opened up next to it. The defender spawn room is opened up next to it. The defender spawn room stays the same throughout the game. A common feature for Assault maps is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the Standard Play. Capture the
FlagMain article: Game Modes #Capture the Flag Capture th
and bring to their area. Deathmatch Main article: Deathmatch maps are unique because they have no spawn room. They are designed to accommodate as many fighting styles as possible. While other maps are also used, these four maps are specifically designed for Deathmatch and are the only ones available for Competitive
Deathmatch. Elimination Main article: Game Modes #Elimination Elimination maps, also called Arena maps, are small, symmetrical maps with a spawn room at each end. They are designed for straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom Games These maps are
only available in Custom Games. TrainingThese maps are used for learning the game and contain training bots. Seasonal modesGame modes during limited-time events may also have modified maps, usually exclusive to that game and contain training bots. Seasonal modesGame modes during limited-time events may also have modified maps, usually exclusive to that game and contain training bots.
King's Row from around seven years ago, after it was taken over by the omnic terrorist group, Null Sector. Retribution features a nighttime version of Rialto from eight years ago, when Overwatch agents chased
Maximilien with an oncoming hurricane. Halloween Terror Junkenstein's Revenge junkenstein's Revenge is set in the fictional town, Adlersbrunn, which is a modified nighttime version of Eichenwalde. Lunar BrawlsCTF BlitzMain article: Game Modes #Capture the Flag Mischief and Magic Summer Games Lcioball Lcioball has its own unique maps
They are a simple field inside a transparent stadium. Scattered along the field are launching pads and Lcio can wallride on the stadium. Each team has a goal at each end that the other team's Lcio must knock the ball into. All stadiums have an announcer who speaks in the native language. Winter Wonderland Mei's Snowball Offensive
Mei's Snowball Offensive adds highlighted piles of snow around the map that are used for Mei's snowballs; they spawn randomly. Unlike the other brawls, this brawl's maps are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a team of Meis and the other end a contract of the other brawls, this brawl's maps are not exclusive to it and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a team of Meis and the other end a contract of the other brawls.
cave that spawns a Yeti (Winston). If a Mei dies, or if the Yeti must collect; the meats recharge over time. Other events Seasonal variations During seasonal events, some maps are redesigned and decorated to fit the theme. The normal
review all the pre-existing maps and ascertain which areas of the world have yet to receive representation. [4] Blizzard maintains a list of global location is related to a story moment or a character.
The decision as to which location is chosen is usually made by the game directors and team leads. However, anyone can pitch an idea for a map.[5]Some assets are shared between maps.[4] It takes two months on average to create a map, though 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]Cu
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 tournament on Kanezaka. [12] However, the map
was never added to the map rotation for Team Deathmatch. See also List of maps by release date References Blizzard Entertainment (2025-06-17). Get Powered Up in Overwatch 2 - Season 17!. Spilo (2025-02-13). Overwatch 2 Spotlight. 4.0
4.1 2017-01-10, Overwatch Devs Reveal Oasis' New Lore And Secrets. Game Informer, accessed on 2018-05-07, David Adams on Twitter. Twitter, accessed on 2018-05-17 2018-05-08, David Adams on Twitter. Twitter, accessed on 2018-05-17
2019-11-07, BlizzCon 2019 Overwatch 2 Panel Transcript. Blizzard Entertainment, accessed on 2024-02-13 2021-01-28, Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the 
environment in which Overwatch is played. Overwatch is played. Overwatch 2 features several different maps based on locations, both fictional and real, around the world. Most maps have an objective the players must accomplish to win the match. Map voting phase, allowing phase, allowing
them to influence the map that is about to be played.[1] During this phase, players can vote for one of three maps presented to them: Two of these maps are chosen based on the least player may 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 to be played 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 are loaded into the selected map. Standard PlayThere 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 Main article: 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 team, for each of the map is a large rectangular or circular area that the teams must capture and control. Control maps offer the most variety
in team compositions and strategies. Escort Main article: Escort maps have a payload that the attackers must 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. However, Route 66 is an exception with the defender spawn room moderately behind the next checkpoint 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. These maps are symmetrical, providing an equal travel distance across four spawn points.
control point. Each team must capture and control three points to win. HybridMain article: Hybrid maps are a mixture of Assault and Escort a payload across two checkpoints. Sometimes the payload exists as a part of the Objective
(Eichenwalde, 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 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 each (Blizzard World, Eichenwalde, 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 to push to their respective ends, but only 1 team can control of the robot to push the ir barricade. Each team's progress is independent of the other's. Upon having the robot to push the block to a checkpoint, that team's spawn the robot to push the robot to push their barricade.
room changes. The team that reaches the endpoint, or with the furthest progress at the end of the match, wins. Clash Main article: Clash Main arti
contains 5 points laid out in a row. There is no defense in this mode, instead everyone starts on offense. Each point is captured point. A team can win a match by either scoring 5 points or capturing the point closest to the enemy team's
spawn room. Stadium There are 9 maps implemented for Stadium: 4 Control maps, 3 Push maps and 2 Clash maps. Control Main article: Control Ilios Ruins Nepal Shrine Control Ilios Ruins Nepal Shrine Control maps, 3 Push maps and 2 Clash maps. Control Main article: Control Ilios Ruins Nepal Shrine Control Ilios Ruins Nepal Shrine Control maps, 3 Push maps and 2 Clash maps. Control maps that require only one point to be captured. Push Main article: Push The Stadium version of Push includes shortened version of their
Standard Play counterparts, as well as locations from other game modes repurposed for Push. Clash Main article: Clash Stadium Clash offers heavily modified Clash maps with the spawn rooms being closer to point A / C and the final points removed. It requires only 2 points to be captured, unlike Standard Play Clash which requires 5
points. Arcade There are 14 maps exclusive to the game modes featured in the Arcade: 5 Assault maps, 1 Capture the Flag map, 4 Deathmatch maps and 4 Elimination maps. Assault Main article: Assault maps have two rectangular areas that the attackers must capture: Objective A and Objective B. Objective A is between the attacker and
defender spawn rooms, and Objective B is in front of the defender spawn room. In total, Assault maps have three spawn room is opened up next to it. The defender spawn room stays the same throughout the game. A common feature for Assault maps
is that Objective A is often very tight with a narrow choke while Objective B is more open. In Overwatch this game mode was part of the Standard Play. Capture the Flag Main article: Game Modes #Capture the Flag Capture the Flag
maps. Generally, the maps are large and symmetrical with a spawn room at each end. Near each spawn room at each end bring to their area. Deathmatch maps are unique because they have no spawn room. They are designed to accommodate as many fighting
styles as possible. While other maps are also used, these four maps are specifically designed for Deathmatch and are the only ones available for Competitive Deathmatch. Elimination maps, also called Arena maps, are small, symmetrical maps with a spawn room at each end. They are designed for
straightforward, high-damage combat for 6 players. They are also used for 1v1 Duels and Team Deathmatch (except Ayutthaya). Custom Games are used for learning the game and contain training bots. Seasonal modes during limited-time events may also have modified
maps, usually exclusive to that game mode. Archives These maps are only available during the Overwatch Archives event. Uprising features a daytime version of King's Row from around seven years ago, during the
Blackwatch mission that began the downfall of Overwatch. Storm Rising features a stormy version of Havana from six years ago, when Overwatch agents chased Maximilien with an oncoming hurricane. Halloween Terror Junkenstein's Revenge is set in the fictional town, Adlersbrunn, which is a modified nighttime version of
Eichenwalde.Lunar BrawlsCTF BlitzMain article: Game Modes#Capture the Flag Mischief and Magic Summer Games Lcioball Las its own unique maps. They are a simple field inside a transparent stadium. Each team has a goal at each end that the
other team's Lcio must knock the ball into. All stadiums have an announcer who speaks in the native language. Winter Wonderland Mei's Snowball Offensive Mei's Snowball Off
and can be accessed through regular Elimination. Yeti Hunt's version of Nepal Village has one end that spawns a Yeti (Winston). If a Mei dies, or if the Yeti must collect; the
meats recharge over time. Other events Seasonal variations During seasonal events, some maps are redesigned and decorated to fit the theme. The normal versions of these maps are still available. Halloween Terror Main article: Halloween Terror Lunar New Year Winter Wonderland Main article: Winter Wonderland Main artic
Upcoming contentThis section features content or features that are not yet available in the game. New maps DevelopmentPart of the map design process is to review all the pre-existing maps and ascertain which areas of the world have yet to receive representation. [4] Blizzard maintains a list of global locations that they're interested in, and when
choosing a new location for a map, usually pick the one that Team 4 is most interested in. Sometimes, the location is related to a story moment or a character. The decision as to which location is chosen is usually made by the game directors and team leads. However, anyone can pitch an idea for a map.[5]Some assets are shared between maps.[4] It
takes two months on average to create a map, though 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 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 map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[12] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[13] However, the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[14] However, the map was never added to the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[15] However, the map was never added to the map was never added to the map rotation for Team Deathmatch tournament on Kanezaka.[16] However, the map was never added to the map w
2021-01-27 2018-05-07, David Adams on Twitter. Twitter, accessed on 2018-05-17 2018-05-17 2018-05-17 2018-05-17 2019-11-07, Blizzplanet, accessed on 2020-04-10 2021, Kanezaka Challenge. Blizzard Entertainment 2021-01-12, Unleash the Storm in the Kanezaka
Challenge. Blizzard Entertainment, accessed on 2024-02-13 2021-01-28, Kanezaka Community Tournament. YouTube, accessed on 2024-02-13 Did you know Overwatch 2 has 21 unique maps across four game modes? Mastering these maps is key to improving and winning. Knowing each map well in Busan or Dorado can help you outplay others. In this
  uide, we'll explore every detail of overwatch and outsmart your learn now to play control maps. We'll show you now to adapt and outsmart your loes on any map. Get ready to elevate your Overwatch 2 maps. We'll show you now to adapt and outsmart your loes on any map. Get ready to elevate your overwatch 2 maps.
layout and objectives. Knowing the different overwatch map types is key to getting better at the game. These maps are designed to encourage teamwork, strategy, and clear communication. The overwatch map types is key to getting better at the game. These map's design greatly
affects the game's flow. You'll find everything from busy city streets to peaceful ancient temples, each offering a unique experience. Overwatch 2's maps fall into four main categories: Control MapsEscort MapsEybrid MapsEscort MapsEybrid MapsEscort MapsEybrid MapsEach map type brings its own set of challenges and chances to win. Control maps are all about capturing and keeping
objectives. Escort maps require guiding a payload to its goal. Hybrid maps mix Control and Escort, and Push maps offer a tug-of-war style. As you play through Overwatch 2's maps, notice how the Overwatch map design affects your gameplay. Look for choke points, high ground, flanking routes, and health packs. These can all help you outmaneuver
your opponents. In the next parts, we'll explore each map type in more detail. We'll give you the tips and strategies you need to shine on every Overwatch 2 map. Control Maps in Overwatch 2 map. Control maps in Overwatch 2 map are fair for both sides because
they are designed symmetrically. To do well, you need good strategies and teamwork. This helps you secure the control map in Overwatch 2 has its challenges and teamwork. This helps you secure the control map in Overwatch 2 has its challenges and teamwork. This helps you secure the control map in Overwatch 2 has its challenges and teamwork.
South Korea. It has three stages: Downtown, Sanctuary, and MEKA Base. Each stage has its control point and layout, needing different strategies. The tight spaces in MEKA Base all need different tactics. IliosIlios takes you to a beautiful Greek island. It has three stages:
Lighthouse, Ruins, and Well. The lighthouse has a control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point in the middle. Well has a circular control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient arena, with the control point by cliffs, making it risky. Ruins are in an ancient are in an anc
Market has narrow streets and flanking routes. Garden has an open layout with a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal is a mountaintop monastery map. It has three stages: Village, Shrine, and Sanctum. Village has a control point in a large room. Nepal Nepal
the control point in the center. Sanctum is indoors, with a control point in a circular room. OasisOasis is a futuristic map of a desert city. It has three stages: City Center, Gardens, and University is in a high-tech facility,
with a control point in a large atrium. To excel on control maps, understanding each map's layout and key spots is crucial. By using the map to your advantage, you can outplay opponents and lead your team to victory. Escort Maps in Overwatch 2 are thrilling. They challenge
teams to work together and adapt guickly. One team must escort a payload to a goal, while the other tries to stop them. As an attacker, your job is to stay close to the payload and keep it moving. Defenders must work together to stop it. Understanding each map is layout and team compositions is key. To succeed, you need good strategies for each map.
Communication and teamwork are crucial. Attackers should keep a strong presence around the payload. Defenders should look for ambush spots to disrupt the enemy. By adapting to each map's challenges, you can help your team win. Circuit Royal is set in Monte Carlo's streets. It's fast-paced and demands quick thinking and teamwork.
The map's winding roads and corners make it hard for attackers to keep momentum. Defenders can use high spots to attack the payload. Teams must be ready to change strategies quickly to succeed. Dorado Dorado Dorado I streets are the backdrop for intense battles. The map has open areas and narrow alleys. Teams must adjust their plans as they
move through the town. Defenders can use high ground to their advantage. Attackers need to navigate chokepoints and coordinate to keep the payload moving. Using flanking routes and ultimates can be crucial. Junkertown junkertown is a post-apocalyptic wasteland. It offers unique challenges for both sides. The map's wide spaces and scattered cover
require teams to stay positioned and use long-range heroes. Defenders can slow down the payload at choke points. Attackers must work together to break through enemy lines. Adapting to the map's aesthetic and using the environment is key. Rialto Rialto's canals and narrow streets create a dynamic environment. The map rewards teams that navigate
its twists and turns well. Defenders can control sightlines from bridges and balconies. Attackers must coordinate their pushes and use the environment. Mastering Rialto requires understanding the map and adapting strategies quickly. Route 66 Route 66 takes players through the American Southwest. It has desert views and abandoned diners. The map
has open areas and tight spots, requiring teams to adjust their plans. Defenders can use high ground and cover to their advantage. Attackers must coordinate and use the payload as cover. Flanking routes and ultimates can be game-changers. Watchpoint: Gibraltar is a military base with three stages. Each stage has its challenges.
Defenders can use high ground and choke points to attack the payload. Attackers must coordinate to break through enemy lines. Adapting your team and strategy to each stage is crucial for success. MapKey Features Strategies Circuit Royal Winding roads, tight corners Adapt on the fly, capitalize on opportunities Dorado Open areas, narrow alleyways Use
high ground, flank routes, strategic ultimatesJunkertownWide-open spaces, scattered coverMaintain positioning, use long-range heroes, and adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, control sightlines, adapt to the environmentRialtoCanals, narrow streetsNavigate twists and turns, adapt to the environment to the envir
flanking routesWatchpoint: GibraltarThree distinct stages, cliffside paths, tight corridorsAdapt team composition, break through enemy lines, use high ground and choke pointsMastering these payload maying for
victory. Hybrid Maps in Overwatch 2 hybrid maps, you'll find diverse environments. Each map, like Blizzard World
and Numbani, offers unique challenges and opportunities. These maps are designed for different playstyles and team compositions. Blizzard World is a colorful map that celebrates Blizzard World Blizzard World is a colorful map that celebrates Blizzard World Blizzard World
goes through the theme park. Eichenwalde is a German town map with cobblestone streets and castle walls. The first point is in the castle, with many ways to get there. The payload route goes through the town, ending in the castle, with many ways to get there. The payload route goes through the town, ending in the castle, with many ways to get there. The payload route goes through the town, ending in the castle, with many ways to get there. The payload route goes through the town, ending in the castle walls.
studio. The payload route goes through Hollywood streets, with landmarks and high spots. King's RowKing's Row is in London's heart. The control point is in a big square, with many entry points. The payload route goes through London streets, with choke points and open areas. Midtown Midtown is in New York City. The control point is in a busy
intersection. The payload route goes through the city, with landmarks and open spaces. NumbaniNumbani is a futuristic African city. The control point is in a big plaza. With tight spaces, the payload route
goes through the town's streets and plazas, with various engagement ranges. EventDateFormatTeamsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1October 29 - November 3, 2024Double-Elimination (GSL), Best of 38 teams, 2 groupsOverwatch 2 Hybrid Maps Stage 1 Hybrid Maps Stage 2 Hybrid Maps Stage 2 Hybrid Maps Stage 3 Hybrid
Stage 3November 6-24, 2024Double-Elimination, Best of 3 & 54 teams, single bracketTo do well on Overwatch 2 hybrid maps, teams need good strategies. They must communicate well, be flexible, and use map-specific chances. Remember to work with your team, use key spots, and adjust your play to fit the situation. Push Maps in Overwatch
20 yerwatch 2 introduces a new game mode called Push. It's a tug-of-war game where teams push a robot to the enemy's base. The robot's
position changes fast, based on player presence. Teams must work together to control the robot and push forward. Good communication and teamwork are key to winning on these maps. Colosseo is set in Rome and is a stunning push map. It has open areas and narrow corridors. The central arena is crucial, with teams fighting for control and
the robot. Flanking routes on both sides offer chances for sneaky attacks. Pay attention to your position and use the environment to your advantage on Colosseo. Esperana Esperana is a colorful push map of a Portuguese city. It has a winding path with many choke points and side routes. The robot's path is not always clear, so teams must adapt their
strategies. Using high ground and cover is key to controlling the robot and pushing it forward. This is crucial for the success of Esperana. New Queen Street is set in a futuristic Toronto. It has a long main path and various side routes. The robot's path is more predictable here, but defenders can easily stop the push. Teams must
secure key positions and escort the robot while avoiding enemy fire. This requires good teamwork and strategy on New Queen Street. To do well on push maps in Overwatch 2, teams need to adapt quickly. Good communication, strategic positioning, and the ability to switch roles are vital. By understanding each map's challenges and opportunities,
players can develop winning strategies and improve in Overwatch Maps: Understanding the Different Map TypesTo do well in Overwatch 2, knowing the overwatch 2, knowing the overwatch 2 has four
main map types. Each has its own goals and how the game is played:Control Maps: These focus on capturing and keeping a central point. The team that gets the most control wins. Escort Maps: These mix control and escort.
First, capture a point, then escort the payload. Defenders try to stop the payload. Push Maps: New in Overwatch 2, these maps have a tug-of-war style. Teams fight to move a robot into enemy territory. The team that gets it furthest wins. To get better on each map, try these strategies: Map TypeKey StrategiesControlKeep control of the point, use
ultimate abilities wisely, and adjust to point changes. Escort Attackers should focus on moving the payload. Defenders should defend well and slow the payload. Hybrid Change your plan based on the current goal. Good communication helps. Push Keep control of the robot, plan pushes with your team, and use the map to your advantage. Learning the
details of each map and making strategies for SuccessTo do well in Overwatch 2, you need to learn map-specific Strategies for each map has its challenges and chances to win. By knowing each map well, you can outplay your
opponents and win games. Adapting Your Playstyle to Each MapLearning to adjust your playstyle for each map is key. Maps have different layouts, with special spots and paths. By knowing these, you can play better and make a bigger impact. For example, heroes like Reaper or Tracer work well in tight spaces. But, heroes like Widowmaker or Ashe are
better for open areas. Utilizing Map Geometry to Your Advantage Using the map's layout to your advantage is also important. Overwatch 2 maps have many features that can help you win. Here are some tips: High ground: Being on high ground lets you attack enemies safely and easily. Cover: Using cover helps you avoid enemy fire and stay
safe. Flanking routes: Sneaking behind enemies can surprise them and give you an edge. Choke points: Taking control of choke points limits enemy movement and opens up attack chances. Coordinating with Your Team on Different MapsTeam coordination on maps is crucial for winning in Overwatch 2. Each map needs a different team strategy. Good
communication is essential. Here are some tips for working together: Map TypeCoordination StrategiesControlFocus on capturing and holding the point. EscortCoordinate pushes to move the payload forward. Assign players to escort the payload while others defend against enemy
attacks. HybridCommunicate when to switch from capturing the point to escorting the payload. Assign roles for each phase of the map. PushCoordinate pushes to control the robot and push it towards the enemy base. Communicate when to attack or defend the robot. By learning map-specific strategies, adapting, using the map's layout, and working
together, you can get better at Overwatch 2. This will help you win more games. Map Callouts: Communication is key. Map callouts help a lot in this area. They are names or phrases for locations or important spots on the map. Using them well means you can tell your team where
enemies are or where you need help. Knowing the common callouts for each map is important. For example, "High Ground" on Numbani or "Mega Health Pack Room" on King's Row. This knowledge helps your team work better together and react faster to the game's changes. There are also general callouts that work on all maps. Terms like "Flanking,"
"Pushing," "Regrouping," and "Ultimate Ready" are useful. They help your team stay in sync and change plans quickly. Here are some common callouts for well-known Overwatch 2 maps: MapCallouts King's RowHotel, Statue, Mega Health Pack Room, Alley, Point A, Point A, Point A, Point CHanamura Main Gate, Left Side, Right Side, Balcony, Courtyard, Point A, Point A, Point CHanamura Main Gate, Left Side, Right Side, Balcony, Courtyard, Point A, Point A, Point CHanamura Main Gate, Left Side, Right Side, Balcony, Courtyard, Point A, Point A, Point CHanamura Main Gate, Left Side, Right Side, Balcony, Courtyard, Point A, Point A, Point CHanamura Main Gate, Left Side, Right Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHanamura Main Gate, Left Side, Balcony, Courtyard, Point A, Point CHANAMURA MARKAN M
BIliosLighthouse, Ruins, Well, Point A, Point B, Point CDoradoAttackers Spawn, High Bridge, Low Bridge, Low Bridge, Marketplace, Payload Checkpoint 1, Payload Checkpoint 2, Point B, P
big improvement in how well your team works together. Overwatch Map Rotations and UpdatesOverwatch Map Rotations and UpdatesOverwatch map pool offers a wide range
of maps. These maps cater to different playstyles and strategies. The pool is designed to keep the game competitive and prevent any map from becoming too dominant. Here are some maps you can expect to play: Control Maps: Busan, Ilios, Lijiang TowerEscort Maps: Dorado, Route 66, Watchpoint: GibraltarHybrid Maps: King's Row, Eichenwalde,
NumbaniPush Maps: Colosseo, Esperana, New Queen StreetUpcoming Map Changes and AdditionsBlizzard Entertainment listens to player feedback and game data to decide on map changes. They add new maps with unique challenges. These
maps will add to the existing pool, offering new environments to explore and master. Blizzard will also update existing maps based on player feedback and data. These changes might include tweaks to map geometry or objective locations. This ensures the game remains balanced and enjoyable. As a player, it's important to stay updated on map
changes. Keep an eye on official announcements from Blizzard. Being ready to adapt your strategies will help you stay competitive and enjoy Overwatch 2's dynamic nature. Mastering Map Awareness and Positioning are key to winning in Overwatch 2's dynamic nature.
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edge. This helps you outplay your opponents. Players who improve their map awareness and positioning see better results. Studies show a 25% increase in win rates. This highlights the important areas include: Health pack locations High ground vantage points Choke points and entry routes Flanking paths Defensive positions Knowing 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 Situation Positioning in Overwatch 2 changes with the game's flow. You need to adjust your position based on the situation. Different match phases require different strategies: Game PhasePositioning StrategyAttackingPush forward, coordinate with your team, and balance aggression and caution. DefendingHold defensive positions, control choke points, and deny enemy progress. Teamfights Position yourself for maximum impact, whether it's damage, healing, or disruption. Regrouping Fall 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 Resources As 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 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?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 in Overwatch 2? Escort maps in Overwatch 2. E 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 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? The map pool 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 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 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time with Blizzard's hero shooter Overwatch 2 that feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to players who have spent some time and the feels familiar to play 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 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 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. 190verwatch 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 2 maps. We'll keep this updated with all the post-launch maps released by Blizzard and (with any luck) all the missing 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 2 maps. We'll keep this updated with all the post-launch maps released by Blizzard and (with any luck) all the missing Overwatch 2 maps. 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We'll keep this updated with all the post-launch maps released by Blizzard and (with any luck) all the missing 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 2 maps. We'll keep this updated with all the post-launch maps released by Blizzard and (with any luck) all the missing 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 2 maps. We'll keep this updated and (with any luck) all the missing Overwatch 2 strategies to explore. 1 Overwatch 2 Map Layouts 2 Overwatch 2 Map Locations Click image to view layouts for each map: Hollywood (Los Angeles, 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). + Rialto (Venice, Ital Himalayas, Nepal).+ Numbani (fictional city, near Nigeria).+ Estdio das Rs (Rio de janeiro, Brazil).+ Estdio das Rs (Rio de janeiro, Brazil).+ 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, Ixia, Novaria, Arlott, Joy, Fredrinn, Julian, Melissa, Xavier, Edith, Yin, Phylax, Valentina, Aamon, Floryn, Natan, Aulus, Granger, Benedetta, Brody, Paquito, Alice, Esmeralda, Wanwan, Diggie, Natalia, Change, Chou, Selena, Jawhead, Khufra, Roger, Lancelot, Kagura, Tigreal, Bruno, Mathilda, Kaja, Guinevere, Rafaela, Hanabi, Miya, Johnson, Gatotkaca, Zhask, Helcurt, Phoveus, Ling, Claude, Hayabusa, Beatrix, Gusion, Gloo, Yve, Zilong, Estes, Harley, Aldous, Luo Yi, Angela, Alucard, Uranus, Hylos, 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, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Moskov, Charles, Carmilla, Lunox, Harith, X.Borg, Akai, Grock, Khaleed, Argus, Charles, Charl 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 expecially 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 expecially Auto Chess Mobile, Magic Chess). as: (Fortnite, Rise of Kingdoms build, Adventure Build, Clash Royale Deck Build, Clash Royale De Policy | Contact Me]

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