

Overwatch 2 drops the number, but gains all new story seasons in 2026

This week, Blizzard surprised us all with a huge revamp announcement for their flagging hero shooter, [Overwatch 2](#). Some things are disappearing from the game, the most notable of which is the actual “2,” a relic of a bygone era where developers originally intended to have a PvE-focused adventure to sit alongside its original offering.

Overwatch 2 was a victim of corporate politics, however, and swallowed its progenitor whole, becoming a glammed-up version of the original with new heroes, new maps, but the same gameplay. The story-centric promise [died on the vine](#), leaving much of the player base disappointed.

A new producer and a new Direction

Today, we learned that a new executive producer, Ben Bell, is heading up the team, and with Bell comes a new direction for Blizzard’s hero shooter, one that turns back to the promise of storytelling and introduces a whole new season system that might stand more solidly against the game’s current competitors.

The first major change is that *Overwatch 2* will now just be called [Overwatch](#). By dropping the number, this small change makes a big statement. It seems Blizzard is acknowledging that this game really is just *Overwatch* with a new coat of paint, that shutting down the original game was a mistake, and that it’s time to move forward with a clearer direction.

Third verse, same as the...Second?

That direction will be story-focused, for the first time in years. *Overwatch*, starting in 2026, will release yearly plotlines, divided into four seasons. With each season, [a new hero \(or five\) will be released](#), and the story they are telling will move forward.

Blizzard can’t put the genie back in the bottle. They can’t create the PvE game they wanted to back in 2022, but the story seasons concept proves they are willing to adapt and make the best out of a messy situation. They know how disappointed their player base was to lose what they craved – story-centric *Overwatch*. We had been told when the game first launched that *Overwatch* originally was a big, sweeping MMO, and those

in the player base who love lore felt their hearts ache when *Overwatch 2* canceled their PvE plans.

The pivot to story-based seasonal content is a very good thing. Blizzard is making the best of a bad situation and hoping to take a big chunk of market share from the current hero shooter darling, [Marvel Rivals](#). Is it too little too late? I hope not. I, for one, am excited to see what's to come for the new, revamped *Overwatch*.

Season 1 of the 2026 *Overwatch*, "The Reign of Talon", begins on February 10. [Click here](#) to read the full announcement of what's coming to *Overwatch* in the coming year.