Tom Clancy's The Division 2

By Ubisoft

4.6/10

windows   macos

Description

Games in the form of a network service do not need frequent sequels, only continuous updates and good balance. However, when some elements require a really ground redesign, when you first need to gain the player's liking and trust again - a fresh start is better than a big patch. The Division 2 very well used another chance for a networked looter shooter in realistic scenery and the game only seemingly is "one" in a new environment. The creators took a lot of notes to heart and you can see that this time they tried, filling the map with ingenious content and making various corrections in the mechanisms of fighting and equipment. Regardless of whether we like the genre of cover shooters and the pursuit of better and better spoils, the first impression of The Division 2 will make us shocking and terrifyingly real vision of the fallen city. Virtual Washington after a biological apocalypse looks simply amazing - just like New York in "one" is the city is the main character of the game. The diversity of the location and the multitude of details makes you want to look at every angle of the huge map, and the various secrets and spoils make the exploration fascinating and satisfying at the same time. All this causes that the game created mainly with a view to the network co-ures for a few dozen hours tastes best during slow, lonely, extremely atmospheric gameplay. A very important change is also the general atmosphere of the game, which for many people can be difficult to swallow. Winter landscapes and the first shock of the biological apocalypse gave way to a truly madmax battle for the city in the summer heat.

Review

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✓ Pros

- Quality
- Playability

✗ Cons

- Repeated errors from the first page

Tips

1. Use shields - Select accurately, short bursts - Use regular active abilities

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