Ubisoft’s post-apocalyptic shooter The Division is getting a sequel

Today, Ubisoft announced a surprise sequel to its 2016 online shooter *The Division*. The sequel, dubbed *The Division 2*, will once again be developed primarily by Swedish studio Massive Entertainment, which Ubisoft acquired in 2008. “We’ve always envisioned the story in the game we launched in 2016 as the beginning chapter in a larger saga, and today we’re excited to share more info about what’s next for *The Division* universe,” Massive creative director Julian Gerighty wrote in the announcement post.

The Division 2 will be powered by an updated version of Ubisoft’s Snowdrop game engine, and Gerighty says that “we’re also taking everything we learned over the past two years and applying it towards the sequel to make sure we get it right.” There aren’t many other details about the game, but Ubisoft says that it will offer up more at E3 in June. There’s no word on when the game will launch, nor on which platforms it will be available.

The original *Division* launched in March 2016 and took place in a post-apocalyptic version of New York City that had been decimated by a pandemic. It was one of the company’s first forays into the world of always-online games — something that has become an increasingly prominent trend following the success of games like *Destiny*, which similarly saw a sequel last year — and it proved to be largely a success, with Ubisoft claiming *The Division* was its fastest-selling title one week after launch. A film adaptation is also in the works.

https://www.theverge.com/2018/3/8/17096302/the-division-2-ubisoft-announce-release-date