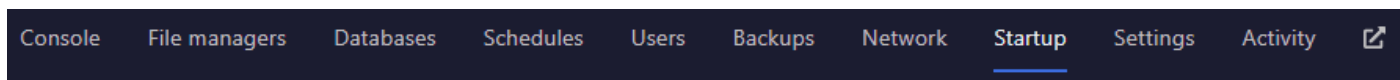


# Left for Dead 2

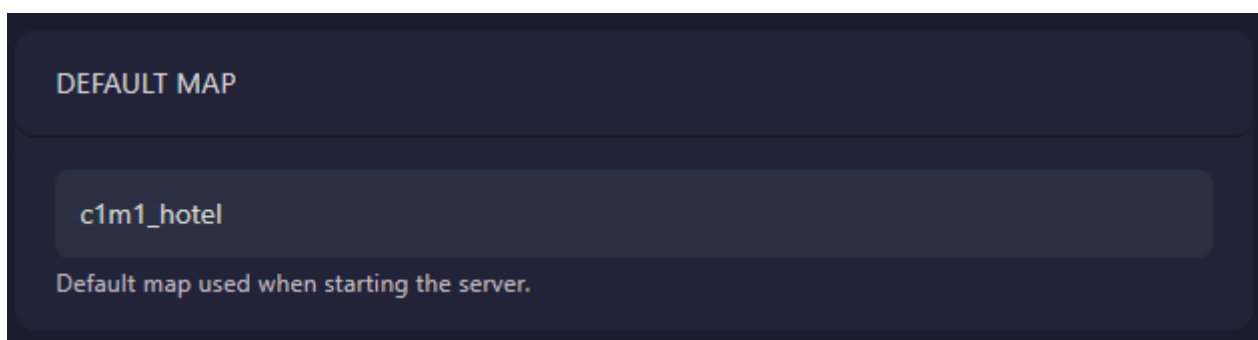
- [Available Maps](#)

# Available Maps

The default map for your server is Dead Center Hotel. To change this, you can go to the startup tab in your server panel.



Inset one of the below MAP ID's into the default map box on that page.



The following is a list of all default maps and their associated codes.

Map Name	Map ID
Dead Center	c1m1_hotel
Dead Center	c1m2_streets
Dead Center	c1m3_mall
Dead Center	c1m4_atrium
Dark Carnival	c2m1_highway
Dark Carnival	c2m2_fairgrounds
Dark Carnival	c2m3_coaster
Dark Carnival	c2m4_barns

Map Name	Map ID
Dark Carnival	c2m5_concert
Swamp Fever	c3m1_plankcountry
Swamp Fever	c3m2_swamp
Swamp Fever	c3m3_shantytown
Swamp Fever	c3m4_plantation
Hard Rain	c4m1_milltown_a
Hard Rain	c4m2_sugarmill_a
Hard Rain	c4m3_sugarmill_b
Hard Rain	c4m4_milltown_b
Hard Rain	c4m5_milltown_escape
The Parish	c5m1_waterfront_sndscape
The Parish	c5m1_waterfront
The Parish	c5m2_park
The Parish	c5m3_cemetery
The Parish	c5m4_quarter
The Parish	c5m5_bridge
The Passing	c6m1_riverbank
The Passing	c6m2_bedlam
The Passing	c6m3_port
The Sacrifice	c7m1_docks
The Sacrifice	c7m2_barge

Map Name	Map ID
The Sacrifice	c7m3_port
No Mercy	c8m1_apartment
No Mercy	c8m2_subway
No Mercy	c8m3_sewers
No Mercy	c8m4_interior
No Mercy	c8m5_rooftop
Crash Course	c9m1_alleys
Crash Course	c9m2_lots
Death Toll	c10m1_caves
Death Toll	c10m2_drainage
Death Toll	c10m3_ranchhouse
Death Toll	c10m4_mainstreet
Death Toll	c10m5_houseboat
Dead Air	c11m1_greenhouse
Dead Air	c11m2_offices
Dead Air	c11m3_garage
Dead Air	c11m4_terminal
Dead Air	c11m5_runway
Blood Harvest	c12m1_hilltop
Blood Harvest	c12m2_traintunnel
Blood Harvest	c12m3_bridge

Map Name	Map ID
Blood Harvest	c12m4_barn
Blood Harvest	c12m5_cornfield
Cold Stream	c13m1_alpinecreek
Cold Stream	c13m2_southpinestream
Cold Stream	c13m3_memorialbridge
Cold Stream	c13m4_cutthroatcreek