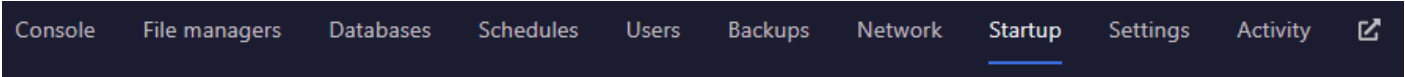
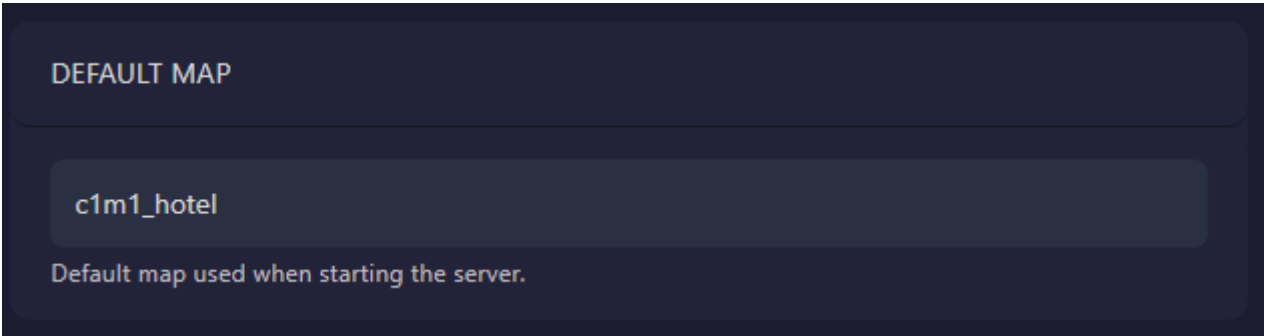


# Available Maps

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  |

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