



## Left 4 Dead 2 Guide

Many games have envisioned a zombie apocalypse, but few agree on the genesis of humanity's reanimated scourge: sometimes the recently deceased are resuscitated by radiation from space, or mutated by a biological experiment gone awry -- sometimes its mind-controlling space crabs. Left 4 Dead 2 doesn't concern itself with the details, but suffice it to say that there are zombies, they greatly outnumber the survivors and they are hungry.

They are also fast, which, to some, precludes them from classification as traditional zombies. But modern zombiefiles who lean towards a more liberal interpretation of brain-fancying nightwalkers know that zombies come in all shapes and sizes. Left 4 Dead 2 introduces some of the most dangerous yet -- the battering ram-like Chargers pin their prey to the wall and pummel them, the diminutive Jockey has a knack for attaching to the nearest face and the acid spewing Spitters can fry a group of unsuspecting saps in their tracks.

The zombies have more tricks up their putrid sleeves than ever, but so do the survivors. But new gadgets like grenade launchers, laser sites, adrenaline shots and defibrillator kits will only hold off the horde for so long. As the game often advises, you need to stay together to survive, so let IGN Guides be the fifth member of your party. We'll hold our own and keep the bad jokes to a minimum.

### **Left 4 Dead 2 strategy guide, you'll find:**

- [SURVIVOR'S HANDBOOK](#) // Learn the tools of the zombie massacring trade.
- [INFECTED EATER'S GUIDE](#) // Let's face it, no matter what kind of zombie you are, survivors are tasty. Here's how to catch one.
- [ACHIEVEMENTS](#) // Strategies, videos and more for some of the toughest Achievements.
- [WALKTHROUGH](#) // It's time to leave Louisiana. We'll show you how to get out.

**Guide by:** Samuel Claiborn

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## Left 4 Dead 2 Survivor's Handbook

«	Infected Defense	Guns	Gear	»
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### The Infected

#### THE HORDE / COMMON INFECTED

The infantry of the semi-conscious masses, the Horde throw themselves at you and attack with their claws. It is easier to kill the horde one at a time, since when they crowd you they do exponentially more damage and slow down your attacks. It is nearly impossible to keep them at a distance all the time though, and that's why melee weapons are the perfect cure for a crowd of zombies.



- Light and sound attract the horde. Car alarms, clowns, fireworks and more will cause them to stream towards you. Bile from Boomers attracts the horde as well.
- Distract zombies with a pipe bomb or bile bomb and then bypass them entirely on your way to a safe room.
- Zombies won't notice you if you keep your distance, so crouch for better accuracy and snipe them with your weapons.
- Burned zombies instantly die.
- Some uncommon horde zombies are especially troublesome: those in police gear can take a massive amount of damage face-on, but they are quite weak if you hit them from behind; clowns lead packs of zombies towards you, cut them off in their charge early; construction workers ignore pipe bombs and resist melee attacks; hazmat zombies drop bile bombs you can pick up; mud men creep up on you from under shallow water, make sure you keep your light trained on the waters in front of you or stay dry!



#### WITCH

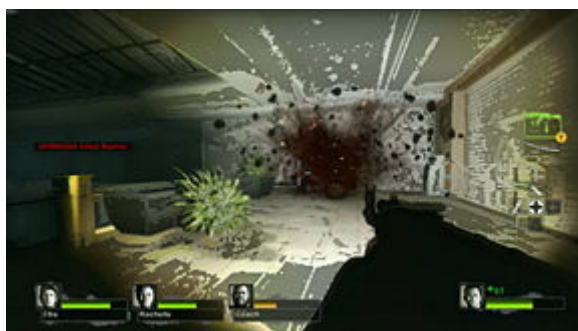
The Witch sits or wanders around while wailing softly. She will scream if you interrupt her with light, sounds (explosions!), bullets or if you get within a few body lengths of her. Light and proximity will make her grunt, but if she doesn't scream you won't have to worry about anything. If the Witch is startled, you will be alerted of this on your screen. The Witch will then instantly incapacitate the survivor that knocked her down. Turn off your lights, keep a wide berth and avoid looking at the Witch and you'll be fine.



- If the Witch attacks a survivor, simply shoot her while she is ripping into him or her to quickly kill her.
- You can stun a Witch with a point blank shotgun blast or a grenade launcher round among other things, but since this game doesn't offer you an Achievement for killing a Witch, and the Witch actually moves around making her a difficult target, it's best to avoid her.
- Bile bombs do not slow the Witch down.
- Fire startles the Witch and makes her assault on a survivor more deadly.

### B O O M E R

The massive Boomer is a walking bile factory. It can puke on the survivors, making your screen cues disappear and obscuring your vision for several seconds while the horde seeks you out. It has a very small amount of life and can be shot safely from a distance. If a Boomer is killed at point-blank range, bile will cover the nearby survivors. Thus, the best strategy for nearby Boomers is to melee attack them to stun them and send them backwards before firing.



- Boomers make a recognizable, guttural belching noise that give away their appearance well in advance of their appearance, generally.
- Toss a bile bomb or pipe bomb if you've been puked on to deter the horde.
- If you get puked on, back into a corner and use your melee weapon to fend off the crowding zombies.

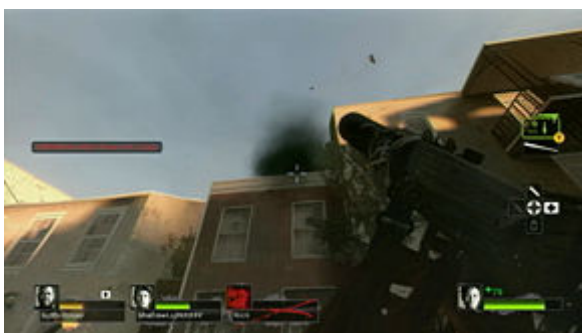
### S M O K E R

The Smoker is only effective if you aren't working as a team. It snags a survivor and pulls him or her away, constricting the survivor for damage. If the survivor is pulled back to the Smoker's position, it will claw the survivor for additional damage. The survivor cannot fire after the first few seconds of being constricted, thus teammates must free the Survivor by sever the tongue with a melee attack or bullet or by shooting the Smoker.



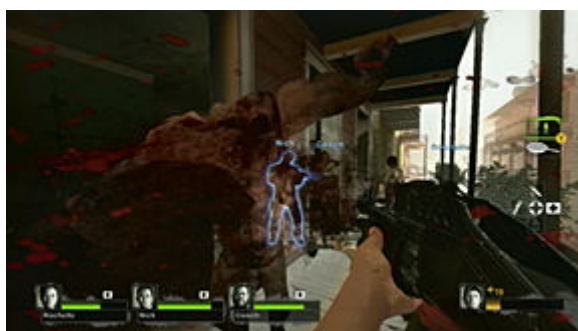
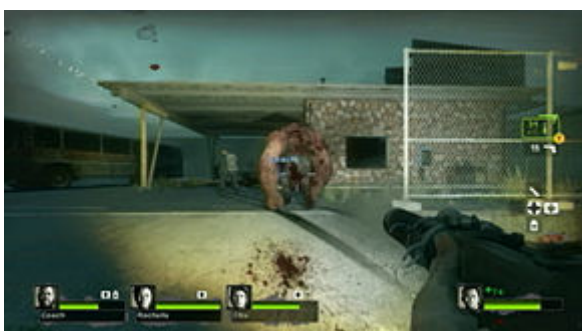


- The Smoker, when killed, leaves behind a cloud of smoke that is harmless -- although it can obscure your vision. If you don't see the smoke, the Smoker may still be alive.
- Use the split second after you've been caught to fire at the Smoker's tongue to escape. After that, it's up to your teammates to act fast and free you.
- The Smoker's tongue, when attached to a survivor, reveals the Smoker's position. Fire away!
- The Smoker makes a coughing sound you'd do well to recognize. Often, the Smoker appears high above the survivors on rooftops.

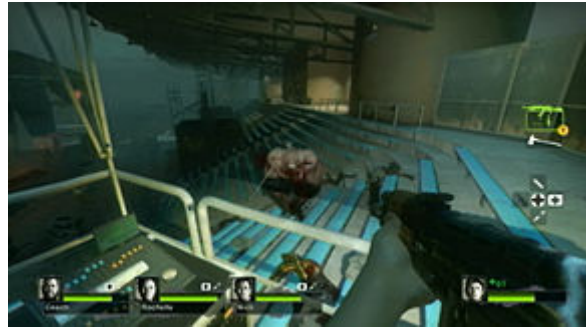


## TANK

The greatest threat to the survivors is the mini-boss-like Tank, a quick powerful form of infected zombie that relies on brute strength to deal massive damage. At a distance, the Tank can throw pieces of the ground at you which can be difficult to sidestep (you cannot sidestep them if you are wounded limping). You can, however, shoot these projectiles out of the air with a few shots of an assault rifle. The Tank can also knock cars at the survivors. If the tank gets close it can smack a survivor and send him or her flying. This attack deals the most damage. Backing away from the tank and constantly firing seems to be the preferred method of dealing with it. This works well for whomever the Tank is not targeting. Take advantage of the Tank's slow throwing animation and shoot it or hit with a melee weapon to finish it off.



- Learn to recognize the Tank's music and ground-shaking approach. The more shots you get in from far away the better. Or you can hide.
- Put some fire between you and the Tank to light it up early. The fire will continue to damage the Tank during its assault, allowing you to take a more passive approach, like running like hell.
- The Tank cannot move through objects like trees. With a tree between the survivor and the Tank, it becomes an easy, harmless target.
- The Tank can swipe and damage you through walls. Of course, you can hit the Tank through walls as well. And from across the room. Just sayin'.
- Tanks climb slowly. If there's a nearby ladder, or just something to hop on, use it to escape, then shoot down at the Tank.
- If you are below 40 health points, you cannot outrun the tank or dodge its projectiles. Pop some pills or hide.



## JOCKEY

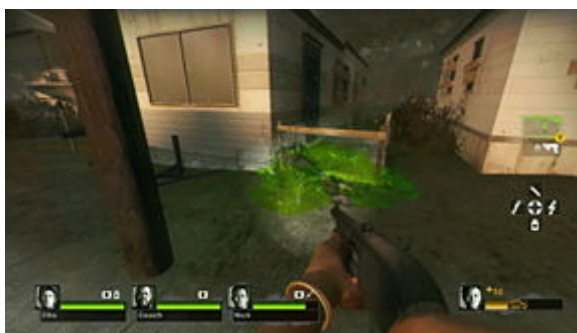
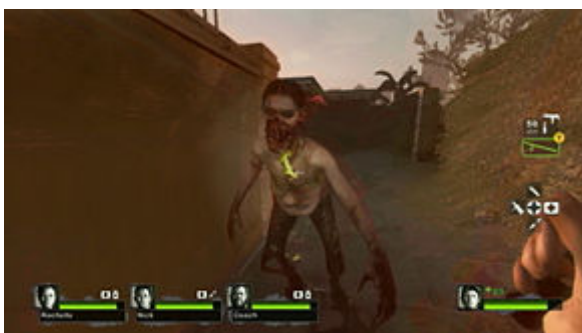
The Jockey's main purpose is to separate a survivor from the group, and a separated survivor is a dead survivor. The Jockey approaches low and fast -- making it hard to hit -- and then attaches to a survivor's upper torso, not only dealing damage but assuming partial control of the survivor. You can fight the Jockey's control by attempting to move in the opposite direction that the Jockey chooses. You can shoot or melee a Jockey off of a survivor, but the attacked survivor has no defenses against it once it's attached.



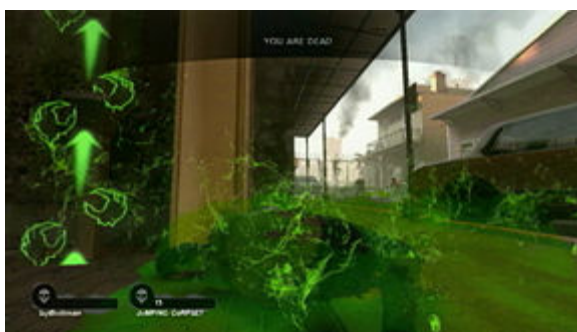
- Learn to recognize the Jockey's cackling, maniacal laughter and you'll be better able to catch it on its approach.
- If you knock off a Jockey, make sure it's dead -- it may scurry off to regain life.
- Try to steer the Jockey against a wall to hinder it -- it will fight you and try to pull away from the wall instead of moving further and further away from help.
- The Jockey can lead people off the edge of the level for an instant death.

## SPITTER

The Spitter can shoot a projectile that spreads into a puddle of extremely dangerous acid. This acid can sap your life quickly. The Spitter has little life of its own, so killing it after it spits is usually not a problem. The Spitter leaves a puddle of acid behind when it dies, so beware. Melee attacking the Spitter is not a good idea. The acid will dissipate eventually, so wait before proceeding if the acid blocks your path.



- Try running directly towards a Spitter instead of away from it. Its spit will most likely land behind you.
- Be prepared to hop onto a nearby object to avoid acid. That said, acid can be sprayed on any surface.
- Don't try to save people lying incapacitated in acid.
- The Spitter is momentarily slow after spitting, take advantage of this and fire at it.



## CHARGER

The Charger, much like the Smoker and Jockey, serves to separate a survivor from the group -- and pound the snot out of him or her. The Charger's charge is leveled directly at a survivor, and it will carry that survivor a pre-set distance or until it hits a wall. The survivor will then get pounded repeatedly for huge damage (15 points a slam) until the survivor is dead or the Charger is shot. The Charger will knock back any survivor it encounters in its charge. If a Charger misses, he will be stunned briefly upon colliding with a wall. While the best strategy is to eliminate the Charger before it charges, its bulky form makes it an easy target once it has charged.



- The Charger can knock people off of a level and instantly kill them.
- Listen for the deep cry of the Charger; if he roars, then he's already charging. Sidestep the Charger and train your fire on it.

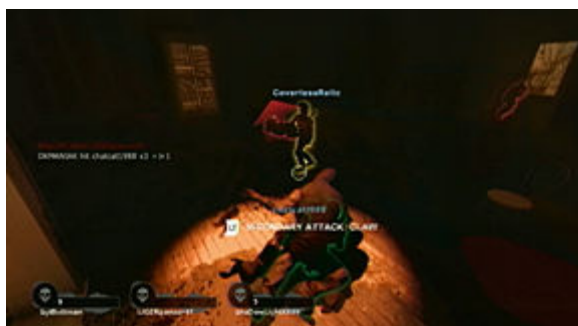




## HUNTER

The Hunter is a quick zombie that pounces on the survivors to pin them. While pinned, the survivor loses life until the Hunter is shot and killed or hit with a melee attack. If not rescued, the pinned survivor will become incapacitated. The initial pounce deals damage as well. Although you can kill a Hunter before it attacks, they are quick and hard to hit. Stay together and react quickly to a teammate getting pounced to reduce the threat of the Hunter.

- The Hunter emits a distinctive roar as it leaps around that you should learn to recognize.
- You can smack the Hunter with a melee attack in mid air if you swing just as it pounces. Keep melee attacking it to keep it from recovering.
- The Hunter's claw attack is extremely powerful. Shove it away or melee attack it if it gets close.



«	Infected Defense	Guns	Gear	»
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## Guns

### Pistol



MAGAZINE SIZE | 15 / 30

CAPACITY | INFINITE

The pistol is your default weapon which you will always have on you -- but if you pick up a melee weapon you won't have access to it unless you get incapacitated. When you are incapacitated, you'll always have your trusty pistol. It's weak but it has infinite ammo. You can dual-wield the pistol, which extends its total clip size to 30. We cannot recommend the pistol, dual-wielded or otherwise, in any situation; a melee weapon is always preferred. In emergencies, the handgun can save your life (when incapacitated) but you won't need to substitute it for a melee weapon to take advantage of this.

### Magnum (Desert Cobra)



MAGAZINE SIZE | 8

CAPACITY | INFINITE

A much more powerful and accurate version of the pistol, this weapon is still rendered almost useless by the melee weapons. You will have less rounds before you need to reload, but one bullet can often take out a single infected. The gun's accuracy/power comes in handy when you are knocked down, but you can also take advantage of these attributes by crouching and using it as a sniping tool. Again, a melee weapon is vastly preferable to this handgun.

### Machine Pistol (Silenced)



MAGAZINE SIZE | 50

CAPACITY | 650

This weapon can be found at the beginning of each episode and is a great choice for your first secondary weapon. Its silencer allows you to take out infected at a distance without disturbing other infected -- although its low accuracy makes firing across wide gaps difficult. Kneel and fire in bursts to snipe with this weapon and spray enemies as they approach you to take full advantage of its nuances.

### Sub-Machine Gun



MAGAZINE SIZE | 50

CAPACITY | 650

A more accurate, un-silenced version of the Machine Pistol, the Sub-Machine gun is preferable since the Machine Pistol's silencer holds almost no advantage.

### Pump Shotgun



MAGAZINE SIZE | 8

CAPACITY | 56

This shotgun can often be found at the outset of an episode. While shotguns are known for their ability to take out multiple enemies with a wide spray of pellets at the expense of low ammo stock and slow reload time, the shotguns of Left 4 Dead 2 are somewhat lackluster in their spread and are thus less useful than you might think. You may find it difficult to use this weapon effectively on fast-moving infected, and due to the large masses of enemies you'll find yourself reloading more than killing.



### Chrome Shotgun



MAGAZINE SIZE | 8

CAPACITY | 56

Slightly more powerful than the Pump Shotgun but with slightly less spread, this gun is nearly identical and often serves more as a way to refill your shotgun ammo by switching guns than anything else.

### Tactical Shotgun



MAGAZINE SIZE | 10

CAPACITY | 90

This upgraded shotgun is fully automatic, which means you can hold down the trigger to fire 10 straight blasts in quick succession. This gun is good for crescendo events or speed runs and for dealing massive damage to tanks (when they are distracted!). Despite these advantages, it still is difficult to see the advantage of this gun over an assault rifle.

### Combat Shotgun



MAGAZINE SIZE | 10

CAPACITY | 90

The Combat Shotgun is an upgraded shotgun with surprisingly tight spread, making it less useful for taking out crowds, but great for eliminating approaching special infected in one shot.

### AK-47 Rifle



MAGAZINE SIZE | 40

CAPACITY | 360

The three assault rifles in the game are vastly preferable to the Machine Pistol and Sub-Machine Gun and are arguably the game's best weapons. This gun is the slowest firing assault rifle and has the smallest magazine size but it does nearly twice as much damage as the M16. This is the ultimate anti-Tank weapon. Kneel for better accuracy when taking out infected at a distance.

### M16 Assault Rifle



MAGAZINE SIZE | 50

CAPACITY | 360

The M16 fires quickly and reloads the fastest out of the three assault rifles. It also deals the least damage. This is the least preferable of the Assault Rifles. Kneel for better accuracy when taking out infected at a distance.

### Combat Rifle



MAGAZINE SIZE | 60

CAPACITY | 360

This rifle fires in bursts of three rounds which makes it more accurate than the other two rifles. It deals a bit more damage than the M16, but less than the AK 47. This is the best all-around rifle.

### Hunting Rifle



MAGAZINE SIZE | 15

CAPACITY | 100

The Hunting and Sniper Rifles are the most powerful weapon in the game -- per bullet -- but it fires extremely slowly. It has a scope which allows you to snipe enemies at a great distance -- a practically useless tool in Left 4 Dead's frantic-paced, zombie-crowding gameplay. This gun should be a last resort.

### Sniper Rifle




MAGAZINE SIZE | 30

CAPACITY | 180

The Sniper Rifle is operationally identical to the Hunting Rifle but offers a larger magazine size and ammo supply.

### Grenade Launcher



MAGAZINE SIZE | 1

CAPACITY | 30

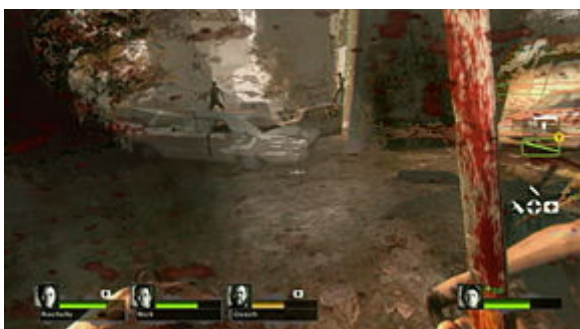
The Grenade Launcher fires explosive grenades that deal a massive blow of damage to targets in a small area. It's a uniquely powerful weapon but a bit slow, since you must reload between each shot. The Grenade Launcher can damage you at close range -- and your team, so beware! You cannot refill your Grenade Launcher ammo at ammo supply caches. Make sure you have a good melee weapon to balance out this weapon.

«	Infected Defense	Guns	Gear	»
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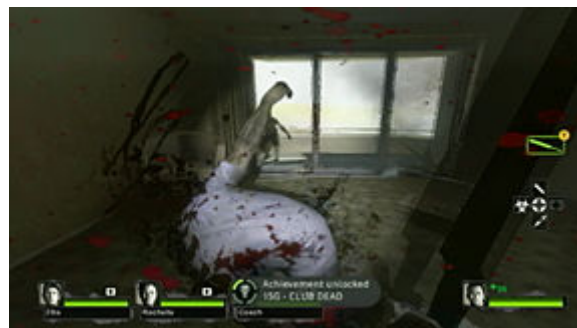
## Gear

### M E L E E   W E A P O N S

One of the greatest additions to your infected-eliminating arsenal in Left 4 Dead 2 are the incredibly powerful melee weapons. Melee weapons can be at close range to take out regular infected in one hit (unless they are armored). Some weapons are better than others at cutting through the masses. The Katana and Machete can cut through multiple enemies at once quickly and cleanly, while the other melee weapons are somewhat less-effective bludgeoning tools. The Crow Bar, Night Stick, Fire Axe, Frying Pan, Cricket Bat, Guitar and Baseball Bat (multiplayer only) can all deal damage to multiple foes as well, but offer slower animations than the two blades.



The Chainsaw is a special melee weapon -- it's supreme damage-dealing, horde slicing power is mitigated by a gas tank that depletes as you rev the weapon to attack. Spinning quickly with the Chainsaw revving is a surprisingly effective way to get the horde off your back.



Melee weapons are vastly preferable to the pistols in the game, and, when paired with a long-range weapon like an Assault Rifle, you best equipped to take on the horde. Unstoppable? Maybe.





### BILE BOMB

The bile bomb works similarly to the pipe bomb but does not detonate. If you hit a zombie with the bile bomb, other zombies will attack it and congregate in one spot for a prolonged period of time, allowing you to shoot into the fray or run past them. The bile bomb allows you to slow down a tank, but infected will not kill a tank for you.



### PIPE BOMB

The pipe bomb attracts the regular infected (horde) and then detonates. It's especially useful for deterring the horde after you've been vomited on by a Boomer, or for distracted zombies while you make a break for a safe room.



### MOLOTOV COCKTAIL

The Molotov explodes upon impact and leaves the ground burning for an extended period of time. The fire can damage you and the survivors so beware. The damage fire deals to regular infected is great, and it lights special infected on fire doing damage, eventually killing them. You can set a Tank on fire and then retreat to a hiding spot to kill it with ease -- the fire will continue to damage it until it falls. Note: Fire speeds up a Tank (offline) and makes a Hunter more deadly.



## AMMO UPGRADES

Incendiary Ammunition and Explosive Ammunition stores can be found randomly distributed in levels. These upgrades can be picked up and carried in your Medkit slot. Since a Medkit is a preferable thing to lug around, and you'll probably want to use an ammo upgrade immediately, it's ideal to just use the upgrade right where you pick it up. These upgrades must be "deployed," or set on the ground slowly. Don't ask us why. After the upgrade is deployed you and your teammates can all fill their secondary gun's magazine. Pistols cannot carry Incendiary or Explosive rounds. Because the effects of the gun deplete after one magazine is used, it is advantageous to stock up an automatic weapon with a large magazine size so you have more augmented shots.



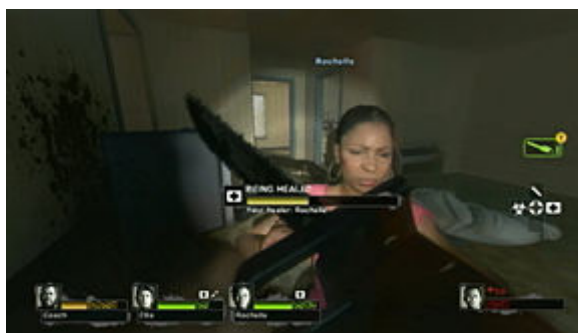
## LASER SITES

This awesome upgrade can be found randomly distributed episodes. It provides a red dot laser that greatly increases your accuracy. The site is forever attached to the gun you grab it with, so don't ditch the gun.



## FIRST-AID KIT

The red first aid kits, or med kits, can be used to heal your 80% of you're the damage you've taken. For instance, if you've taken 50 damage, and have 50 left, it will restore 40 damage points. Select the med kit and press fire to apply it to yourself -- you can take damage while healing, and regular attacks won't interrupt you. You cannot heal back to 100%.



### DEFIBRILLATOR

The defibrillator, or paddles, can be used to revive a fallen survivor that has lost all of his or her life -- the life bar must have an X through it. This is carried in the same slot as a medkit, and the medkit is always preferable to the defibrillator since it can, ahem, be used on yourself. When you revive a player they regain 50 health points which do not deplete automatically.



### PAIN PILLS

Pain pills offer a quick, but temporary, health boost of 50 points. Since you limp when your health dips below 40%, the pills can give you a speed boost in addition to a health boost. The pain pills occupy their own slot which can only be shared with the adrenaline injector. You can pass these to a teammate with the melee attack button.



### ADRENALINE INJECTOR

The injector gives you a temporary health boost of 25 points, which depletes just like the pain pills. For 15 seconds it allows you to run, melee, reload and perform healing actions quickly. The injection also makes it possible to slip through large swaths of zombies with ease. Use this on the home stretch to the safe room!



## Left 4 Dead 2 Infected Eater's Guide

«	New Infected Types	Old Infected Types	»
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### Infected Basics

There are seven playable infected types in Left 4 Dead 2. Only one of each infected type can appear at a time. Infected have a limited life bar that cannot be refilled. If the survivors kill an infected player, the infected player will respawn after a short period of time as indicated by a countdown at the top of the screen.

When you spawn as a special infected, you must first choose you the area to appear. You cannot be in the survivor's field of vision, but you can be very close as long as you are hidden from view. If the survivors are in the safehouse or safe area, then you cannot spawn.

If you get separated from the survivors by a significant distance, you'll be allowed to enter spawn mode near the survivors to instantly catch up. Sometimes it's better to run away from the survivors to catch up!



The special infected have their own ways of traversing levels. They can climb walls using specially marked tracks to get the drop on survivors from rooftops.

### Jockey

The Jockey's main purpose is to separate a single survivor from the pack. To do this, you must carefully select a survivor, preferably someone who is already straggling. The Jockey's primary attack is a leaping grab that allows it to attach to a survivor's upper torso. You need to aim this leap directly at a survivor from a short distance away, which means you'll be exposed to fire on your approach. Upon successfully attaching, the Jockey will rip at the survivor's face for 5 HP in damage every few seconds. In addition to this, the Jockey can control the Survivor's movements while riding him or her.



In general, the Jockey should ride a survivor far away from the pack or into an obscured area, like a dark room in a building. Better yet, steer the survivor into a greater threat like a Witch or a puddle of Spitter acid. The Jockey can also pilot a survivor straight off of a ledge; this will kill the Jockey and leave the survivor in need of assistance. If the other

survivors rescue their hanging cohort immediately, the Jockey death may not be worth it (although it is an entertaining diversion).



The Jockey's ride comes to an end when the survivor is incapacitated or if its knocked off by a melee attack. The recharge period for the leaping grab is 30 seconds, so retreating into a secluded place is essential. The Jockey's secondary attack is a claw swipe that does minimal damage, so maintaining your ground after getting knocked off is not a good idea.



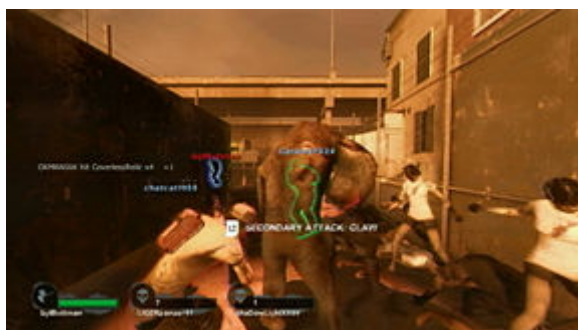
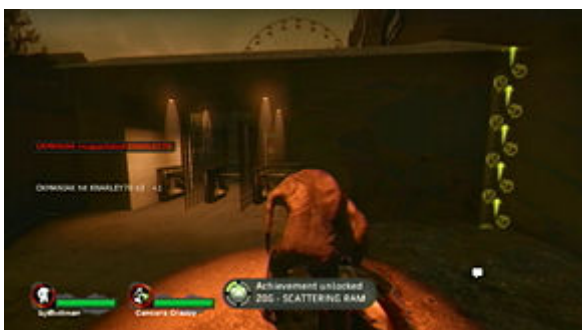
- You can drop onto a survivor from a rooftop instead of jumping to initiate the attack. This can help you remain hidden despite the Jockey's audible cackling that tends to give away his position.
- If you know a level well, be sure to pull the survivor away from the survivors' goal or safehouse. This will force the others to backtrack giving you more time for mischief.
- Hunters and Chargers can snag a Jockeyed survivor with their attacks and do greater damage. Lead a survivor away to give an infected teammate a chance to do some real damage.
- Limping survivors move more slowly when Jockeyed.
- Sometimes steering a survivor off a ledge results in an instant death. This may be due to how much they resist you -- if they don't resist, they may not grab the ledge. Thus, quickly driving your prey to the edge of a precipice is a good strategy.
- Strike during a Tank attack and survivors will be too distracted to notice their missing teammate.

## Charger

The Charger, much like the Jockey, is an important tool for physically separating a pack of survivors. To accomplish this, the Charger uses its main attack -- a charge leveled directly at a survivor. When aimed properly, the Charger will grab a survivor and carry him or a pre-set distance (or until it hits an obstacle). At this point, the Charger pins the survivor and pounds him or her into the ground for 15 HP damage a pound -- that's quite a bit of damage! The Charger cannot be knocked off; it must be killed by the other survivors.



The initial charge can stun -- and slightly damage -- any survivor it hits, even if the charge doesn't result in a successful grab. If the Charger misses (a common occurrence due to clever, side-stepping survivors) his secondary claw swipe attack can be used to inflict a decent amount of damage -- 10 HP a hit. The recharge time for the primary charge attack is long enough to make this useful. Also, the Charger has more life than any special infected other than the Tank, so it can hold its own for a brief period of time.

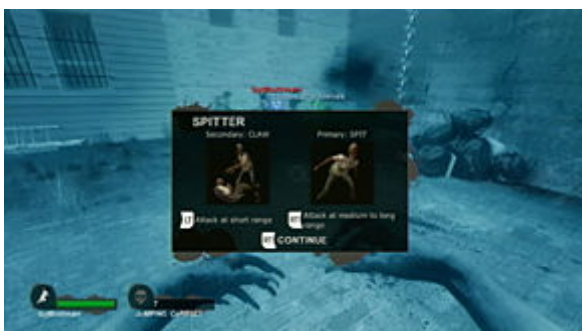


- Large open spaces are ideal for charging. Aim the survivor away from the pack and carry him or her as far as you can. If you are in a tight space, try to stun as many survivors you can in your charge -- you probably won't last long.
- Chargers can run survivor's off of ledges to instantly kill them.
- If you know a level well, be sure to charge a survivor away from the survivors' goal or safehouse. This will force the others to backtrack giving you more time for mischief.
- The Charger can charge through doors. Wait for survivors here and bowl over the lot of them as they head through the bottleneck.
- If you charge from a rooftop, you'll drop and continue the charge uninterrupted.
- If you slam a survivor into an obstacle after grabbing him or her, you'll inflict 10 HP damage before stopping to slam the survivor.
- The closer you get to a survivor before charging, the less time he or she will have to side-step your attack. Your hefty life bar should aid you in your approach.
- Strike during a Tank attack and survivors will be too distracted to notice their missing teammate.

## Spitter

The Spitter is best used in cooperation with other special infected to inflict huge amounts of damage. The Spitter's primary attack is a green projectile which breaks into a puddle of spit. The projectile seems have a sort of smart-sensing mechanism that allows it to break only when near a survivor or when it hits an obstacle.





The puddle inflicts damage on any survivors standing in it and continues to inflict damage until it dissipates. The amount of damage acid deals rivals that of even the Tank -- it's powerful stuff. Obviously, you'll want to get as many survivors in your spit puddle for as long as possible. Trap them in corners, cut off their progress at bottlenecks and hit them in safehouses and elevators. Additionally, a puddle of Spitter acid under a survivor that's getting attacked by a special infected like a Hunter or Charger is a death sentence. You can also spray an incapacitated survivor to effectively cut him or her off from rescue.



The Spitter is one of the weakest special infected types, but when destroyed it leaves behind a small puddle of acid to deal damage from beyond the grave. The secondary attack is a weak claw swipe, so directly attacking survivors is only useful when taking into account the puddle you'll leave after being quickly eliminated.



- The Spitter is one of the quietest infected types, but is easy to spot due to the neon green spit drool. Stay out of sight and spit at a distance.
- After spitting, the Spitter moves slowly for a few seconds so be sure to have an object you can retreat behind nearby.
- Communicate before you spit -- tell a Jockey to drive his prey into your spit, or inform a Hunter that you are ready to spit when they pounce. Working together, the Spitter and a cooperative teammate can spell doom for a survivor rather quickly.
- Spitter goo destroys dropped gas tanks in Scavenge Mode.
- Spit at the top of ladders to catch survivors off guard -- they'll have to retreat or trek through it.
- Spit will not drip onto survivors. Make sure you hit a surface under their feet.
- Spit under survivors when they are surrounded by Horde infected and they'll have trouble escaping the puddle. Hit them after they've been blinded and marked with Boomer puke to seriously compromise their life bars.

«	New Infected Types	Old Infected Types	»
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## Hunter

The Hunter is a high-damaging infected type, but must be used in cooperation with other types to be truly effective. The main attack is a pounce that pins a survivor while the Hunter repeatedly swipes for 10 HP a hit. This can only be executed while the Hunter is in a crouching position. You *must* crouch briefly before leaping.



The Hunter should always be used to catch straggling survivors. A pounce into a pack of survivors is a bad idea -- unless there's acid or fire under them or they are getting swarmed by the Horde. Make players back track to save their pinned compatriot and you'll have more time to mess with them.



The Hunter can be knocked off with a melee attack killed to stop its assault. If the Hunter is melee attacked and lands free of an obstacle, it can instantly pounce again after rolling backwards. Otherwise, the pounce attack must recharge. The Hunter also has a swipe attack that is made less effective due to the Hunter's miniscule life bar. Nevertheless, swiping at weakened (red) survivors or a survivor distracted by the Horde is an effective strategy.

- The Hunter is one of the loudest infected types and its scream is instantly recognizable to players. Spawn nearby the survivors and pounce quickly.
- The leap knocks back and stuns nearby survivors for a short time period.
- A burning Hunter deals more damage to a survivor it has pinned. Don't be afraid to pounce into fire.
- You can get a damage bonus from your pounce by increasing the distance you travel in the air. Thus, leaping off of a roof can result in up to 25 HP damage -- just make sure you aim well (you can pilot the Hunter slightly in the air).
- Pin people in acid to incapacitate them in seconds.
- Pin people when they are covered in puke and the Horde will protect you from damage.
- The Hunter can interrupt attacks, which is usually a bad idea (don't snag someone from a Smoker), but if a Jockey has carried a survivor far from the pack, take over to finish the wayward survivor off quickly and let the Jockey have another ride.
- Strike during a Tank attack and survivors will be too distracted to notice their missing teammate.

## Boomer

The Boomer's primary attack is a spout of vomit that summons the Horde to attack a soaked survivor. Soaked survivors appear with a purple outline. The Boomer is a difficult infected type to get used to due to its miniscule life bar and girth which makes it easy to hit. As if this weren't bad enough, its recognizable gurgling makes it an even easier target for wary survivors.



Thankfully, the Boomer also serves as a walking bile bomb -- any nearby survivors will be covered in puke if the Boomer is destroyed nearby. This makes the Boomer one of the best candidates for a suicide run. Appear just ahead of the survivors and run at them while puking. Hopefully they'll panic and pop the Boomer, covering them in bile.



The Boomer's secondary attack is a claw swipe that can be used to attack survivors temporarily blinded by puke or overcome by the Horde. If you puke on survivors up close, you may as well run in and claw them since retreat is difficult.



- Stick to the rooftops and puke downwards if you want to survive as a Boomer. The recharge time is lengthy, and only the roof can allow you to both hide and keep up with the survivors. Plus, dropping down into the middle of a pack of survivors almost ensures they'll be covered in bile.
- Spray Hunters to call the Horde to surround and protect them from harm.
- Try to catch survivors near cars with alarms or Witches -- they will most likely spray shots randomly as they are blinded and the Horde approaches.
- Strafe your puke shots to achieve maximum spread. Precision puke doesn't work.





## Smoker

The Smoker functions somewhat like the Hunter -- its primary attack, a tongue constriction, paralyzes a survivor and drains his or her life in the process. The tongue attack drags a survivor towards the Smoker linearly over a wide distance, although the survivor will stop if he or she hits an obstacle. If the survivor is dragged all the way to the Smoker's location, additional damage will be inflicted.



The common place to tether survivors is on rooftops. From here you can constrict and then retreat quickly if you are interrupted. Like Jockeys and Hunters, stragglers should be your primary targets.



The Smoker has a weak claw attack that can be used if cornered and as a last resort.

- Strike during a Tank attack and survivors will be too distracted to notice their missing teammate.
- Stand on or behind cars with alarms and the survivors will most likely shoot the car and set off the alarm.
- Common infected attack constricted survivors, so work with Boomers to grab survivors that have been puked on.
- If the survivors are high above you, you can pull them down and deal extra fall damage. The other survivors will have to deviate from their route to save their comrade.
- If you know a level well, be sure to pull the survivor away from the survivors' goal or safehouse. This will force the others to backtrack giving you more time for mischief.
- Always attack from the rear to avoid getting shot by the very survivor you've constricted.
- You can jump slightly above certain obstacles and snag a survivor to constrict, then fall back down, safely hidden behind the object.
- If you grab a survivor directly below you, you'll immediately inflict great damage.

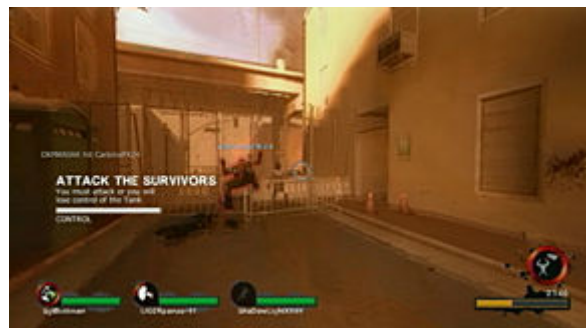
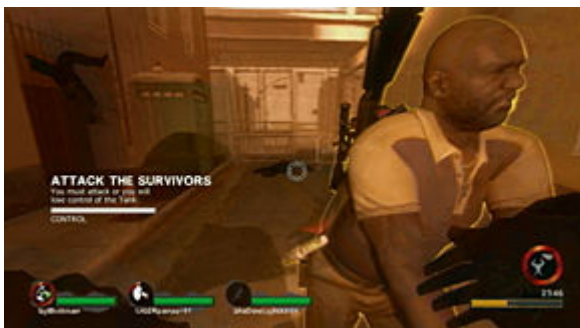


## Tank

The Tank is the ultimate survivor-smashing tool. The Tank has the largest amount of health out of any of the special infected. You will only be able to play as the tank during certain times in an episode, and sometimes only in the finale. If you don't do any damage as the tank in a set time, you will lose control to the computer or another player.



The Tank has two main attacks: one is a melee attack that knocks survivors far away. The other allows you to pick up a piece of concrete from the ground and toss it at the survivors, knocking them down and damaging them. This throw is often underestimated even though it can keep you at a safe distance while allowing you to inflict damage. Be sure to aim high, as the projectile will fall a bit as it travels. You can always toss a projectile then melee attack immediately afterward, so alternating the attacks increases your smashing potential.

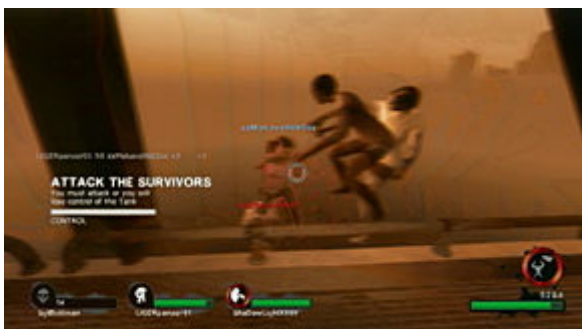


The Tank can also punch certain objects and send them flying towards survivors -- like cars. These are outlined in red.



The Tank can kill special infected by accident, so keep clear of your teammates.

- Avoid fire at all costs -- you will never stop burning and it will eventually kill you, even if the survivors do not.
- Try to swipe survivors in different directions to separate them and let your fellow infected move in for the kill.
- Your attacks can be used to hit survivors through some walls -- such as the CEDA trailer in The Parish.
- The Tank's appearance incurs recognizable sounds, music and rumbling. Try to catch survivors off guard by approaching from novel paths, like over buildings.
- Try to attack in tight quarters, since survivors are much better at killing Tanks in the open.
- Once you incapacitate a survivor, move on to another one. A Spitter or another special infected can take over at that point. When the survivors move to help their friend, go for them.
- The tank can swipe people off of ledges for instant kills or incapacitation.



## Left 4 Dead 2 Achievements

«	Part 1	Part 2	Part 3	»
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### Campaign and Single-Player Achievements

#### GUARDIN' GNOME

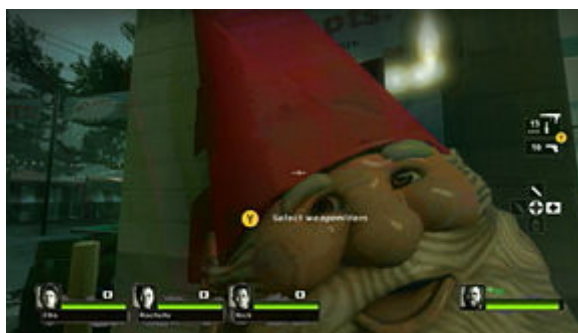
30

Rescue Gnome Chompski from the Carnival.

In part 2 of Dark Carnival you'll come across a well-lit shooting range with carnival mascot Moustachio emblazoned on it. Also note the yard gnome in the box -- your prize for getting 750 points. Get this high score by activating the game (via the red button) and shooting everyone but the blue peanut (you'll lose points if you hit this target!). Hit the yellow and green Moustachio target for extra points. The gnome (which you may recognize from Half-Life 2 Episode 2) will be released if you get a high score and so will scores of infected, so beware!

Carry the gnome all the way to the end of the scenario (board the chopper) to unlock the Gardain' Gnome Achievement. You can drop Gnome Chompsky and pick it back up. You can also drop it in a safe room and it will be there after the break. Finally, you can use the gnome to repel zombies as you would with a weapon.





### STACHE WHACKER

15

Prove you are faster than Moustachio.

In part 4 of Dark Carnival, look for well-lit Whac-A-Mole-like arcade game near the start. Activate the button on the front of it and attack the Moustachios that pop up with a melee weapon. At a score of 46, the game will break -- you may need to continue a few times. When it breaks, you'll get the Stache Wacker Achievement (be "faster than Moustachio"). Also, the game will attract zombies.



### GONG SHOW

15

Prove you are stronger than Moustachio.

In part 4 of Dark Carnival, look for a strength-testing game in the first area after exiting the safe room. Inject some adrenaline and nail the red button with a melee weapon to get the Gong Show Achievement (be "stronger than Moustachio"). Note: Will summon infected!





#### A RIDE DENIED

15

**Kill a Jockey within 2 seconds of it jumping on a Survivor.**

You can do this on Easy and Normal with a shotgun. Only the final shot matters, so this may take a few tries if everyone is firing. Two seconds is a long time in a zombie apocalypse!

#### ACID REFLEX

15

**Kill a Spitter before she is able to spit.**

After playing for a bit you'll be able to recognize the telltale gurgle of the Spitter and you'll be able catch them before they spit. Luckily, the Spitter has little health, so you can shoot her with an automatic weapon -- a laser site will help you hit her. The Grenade Launcher is another good option.

#### ARMORY OF ONE

15

**Deploy an ammo upgrade and have your team use it.**

The incendiary and explosive rounds can be found in any level. You can carry them in your health/defibrillator slot and "deploy" them on the ground. The team will then grab ammo from the little pile and you'll get an Achievement.

#### FRIED PIPER

15

**Using a Molotov, burn a Clown leading at least 10 Common Infected.**

This one can only be done on Dark Carnival. On harder difficulties, the uncommon infected "Clown" (a zombie dressed as a Clown) occasionally leads a pack of infected your way. Toss a Molotov its way when it shows up. When a Clown appears, your teammates will usually offer some commentary about "shutting it up."

#### ROBBED ZOMBIE

15

**Collect 10 vials of Boomer vomit from infected CEDA agents you have killed.**

The CEDA agents are the uncommon infected types in big, yellow hazmat suits. When they die, they sometimes leave Boomer vomit vials behind. Grab ten of these for the Achievement.

#### SEPTIC TANK

15

**Use a bile bomb on a Tank.**

The Boomer vomit vile attracts zombies to whatever you toss it at. The Tank is a big target, so hitting it shouldn't be a problem as it charges you.



<b>BURNING SENSATION</b>	<b>15</b>	<b>Ignite 50 Common Infected with incendiary ammo.</b>
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The incendiary rounds can be found in any level. You can carry them in your health/defibrillator slot and "deploy" them on the ground. Grab some of the ammo stash once its deployed and fire at zombies to work your way towards this Achievement. The ammo only fills a single clip on your secondary weapon slot (no handguns). The automatic rifles have large clip sizes and are ideal choices for incendiary rounds since you'll get more bullets to use.

<b>CHAIN OF COMMAND</b>	<b>15</b>	<b>Kill 100 Common Infected with the chainsaw.</b>
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This one should be fairly easy since the chainsaw cuts through zombies like undead butter.

<b>CLOWND</b>	<b>15</b>	<b>Honk the noses of 10 Clowns.</b>
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This one can only be done on Dark Carnival, where the uncommon infected Clown appears occasionally. Use the repelling thrust of your gun (not a melee weapon) to honk a Clown's nose. You can do this repeatedly on one Clown and you don't necessarily need to hit the Clown's face. When a Clown appears, your teammates will usually offer some commentary about "shutting it up."

<b>CLUB DEAD</b>	<b>15</b>	<b>Use every melee weapon to kill Common Infected.</b>
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You must kill one common infected zombie with each of the following weapons. Some melee weapons can only be found in certain scenarios, so here's a list of the weapons and a scenario you can find them in. Many of these can be found in the other scenarios as well.

- **Crow bar** - Dead Center
- **Night stick** - The Parish
- **Fire axe** - Dead Center
- **Katana** - Dark Carnival
- **Machete** - The Parish
- **Frying Pan** - The Parish
- **Guitar** - Dark Carnival
- **Cricket paddle** - Dead Center

Note that the Chainsaw does not count for this Achievement -- but it is a melee weapon.





#### CRASS MENAGERIE

20

**Kill one of each Uncommon Infected.**

The uncommon infected are those infected in recognizably different costumes. You can find these infected in the following scenarios:

- **CEDA Agents (hazmat suits)** - The Parish, Dead Center
- **Clowns (dressed as Clowns)** - Dark Carnival
- **Worker Infected (construction workers in neon vests)** - Hard Rain
- **Swampy Mudmen (submarine traveling Mudmen)** - Swamp Fever

Note that the armored Riot Guard is NOT an uncommon infected.

«	Part 1	Part 2	Part 3	»
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### Campaign and Single-Player Achievements Continued

#### DEAD IN THE WATER

20

**Kill 10 swampy Mudmen while they are in the water.**

In Swamp Fever, the Mudmen crawl quickly towards the survivors under the waist-deep waters of the swamp. You can hit them with any weapon, but it will take a quick trigger finger to catch them before they catch you.

#### DISMEMBERMENT PLAN

20

**Kill 15 Infected with a single grenade launcher blast.**

A neat trick you can use for this one is to nail a zombie with vile of Boomer vomit during a hoard attack, thus attracting the hoard to one spot for a bit. Hit the zombie dogpile with the grenade launcher to score the Achievement.

#### HEAD HONCHO

15

**Decapitate 200 Infected with a melee weapon.**

The machete and katana blade are ideal for zombie decapitation. Aim high!

#### TANK BURGER

30

**Kill a Tank with melee weapons.**

You may need to cooperate with friends to get this, since a single bullet will ruin your chances of getting this one. That said, on Easy, a Chainsaw can take out a Tank in a matter of seconds, but you'll need to catch it in the asphalt-throwing animation or else it will knock you away quickly.

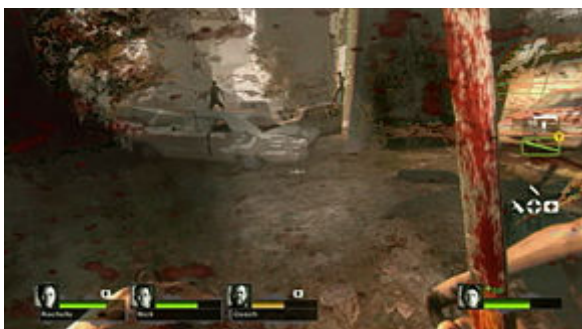
<b>LEVEL A CHARGE</b>	<b>15</b>	<b>Kill a Charger with a melee weapon while they are charging.</b>
On Easy you'll be able to kill a weakend Charger as it charges without too much hassle. To kill the Charger in the brief period in which it passes you in a charge or before it hits you it will need to have taken damage from fire or attacks from your team. This one is more chance based than anything else -- just keep swinging at chargers!		
<b>SHOCK JOCK</b>	<b>30</b>	<b>Revive 10 dead Survivors with the defibrillator.</b>
The defibrillator can be found in any level. It can be carried in lieu of a first aid kit, so it's not strategically a good idea to run around with one. Once a survivor is down, approach his or her body with the defib out and begin reviving.		
<b>THE QUICK AND THE DEAD</b>	<b>30</b>	<b>Revive 10 incapacitated Survivors while under the speed-boosting effects of adrenaline.</b>
Adrenaline shots can be found on any level. Use an adrenaline shot then quickly revive a teammate 10 times for this Achievement. You can do this in certain safehouses in single player. Find a safehouse, like the first one in the Parish at the end of Act 1, and shoot your teammates until they are incapacitated. Use a shot, then quickly revive all three of them. Grab another shot and repeat this process a few times to get the Achievement.		
<b>MIDNIGHT RIDER</b>	<b>20</b>	<b>Survive the Dark Carnival campaign.</b>
This can be done on any difficulty, but you'll need to start the campaign from the very first act.		
<b>PRICE CHOPPER</b>	<b>20</b>	<b>Survive the Dead Center campaign.</b>
This can be done on any difficulty, but you'll need to start the campaign from the very first act.		
<b>RAGIN' CAJUN</b>	<b>20</b>	<b>Survive the Swamp Fever campaign.</b>
This can be done on any difficulty, but you'll need to start the campaign from the very first act.		
<b>WEATHERMAN</b>	<b>20</b>	<b>Survive the Hard Rain campaign.</b>
This can be done on any difficulty, but you'll need to start the campaign from the very first act.		
<b>BRIDGE BURNER</b>	<b>20</b>	<b>Survive the Parish campaign.</b>
This can be done on any difficulty, but you'll need to start the campaign from the very first act.		
<b>CONFEDERACY OF CRUNCHES</b>	<b>30</b>	<b>Finish a campaign using only melee weapons.</b>
You can't fire a single shot before, during or after grabbing a melee weapon. It may be advantageous to do this on a campaign with melee weapons at the very start, like Hard Rain campaign.		

<b>WING AND A PRAYER</b>	<b>30</b>	<b>Defend yourself at the crashed airliner without taking damage.</b>
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In Act 2 of Swamp Fever, a downed airliner blocks your path in the swamp. Climb through the door and open the hatch and a "crescendo event" will occur. To the immediate left as you exit the door onto the plane wing is a tree pointing up and a 45 degree angle alongside the plane. Hop on this tree and run up to the tip of it. Up here you cannot be harmed by a zombie! Stay there as a steady stream of zombies attacks the other survivors below. Do this on Easy and you should be able to pick off each zombie as it approaches or climbs onto the wing without any trouble. Save a pipe bomb for the occasion to make things easier.

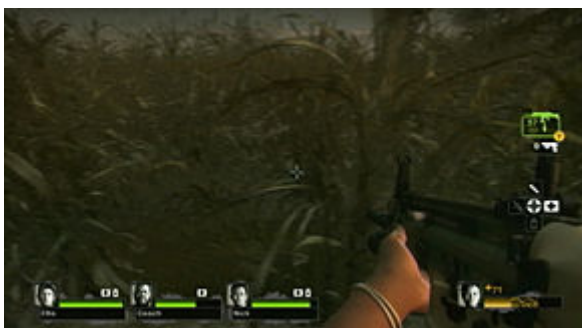
<b>VIOLENCE IN SILENCE</b>	<b>30</b>	<b>Navigate the impound lot and reach the cemetery saferoom without tripping any alarms.</b>
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In Act 4 of The Parish you'll exit a sewer and appear under a highway overpass. Here is a field of cars with alarms. Equip a melee weapon and carefully navigate the area without firing or bumping into cars with lights flashing in them. You will need to climb on top of certain cars to proceed -- just make sure they don't have a flashing light in their cab. Zombies cannot trip the alarms. A car will give a two beep warning if you near it, but the alarm won't sound. You won't receive the Achievement until you reach the saferoom.



<b>SOB STORY</b>	<b>30</b>	<b>Navigate the sugar mill and reach the saferoom without killing any Witches.</b>
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On Easy there are fewer witches but you should still encounter five or six in the maze-like passages of the sugar mill. Use only a melee weapon and listen closely for the wandering witches. Keep your light off and give the witches a wide berth. If playing with computer-controlled survivors, ditch them and run far ahead to make sure they don't startle any witches. The sugar cane field is the toughest part of this run, since there's bound to be a witch wander it. Move slowly and listen for her cries to gauge her distance. If you see her, take the opposite side of the field. Use the gas station sign to navigate towards it. You'll most likely find the path down the middle of the field. You'll get the Achievement once you arrive safely in the saferoom inside the gas station and close the door.



<b>BRIDGE OVER TREBLED SLAUGHTER</b>	<b>30</b>	<b>Cross the bridge finale in less than three minutes.</b>
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Getting this Achievement with computer controlled allies is quite difficult -- nearly impossible, really -- since the



other survivors will tend get stuck far behind, thus eliminating your chances for a quick escape on the helicopter (it will need to depart within the 3:00 time limit). One way to ensure they don't hold you back is to pause the game and call a vote to change the difficulty to Expert once you are on the chopper. As long as you don't face any threats directly while on the chopper, they should die quickly allowing you to complete the level solo. This doesn't work out so well in practice, since it's likely a Tank or Charger will show up in the helicopter to ruin your speed run. Basically you may need to do this with friends!

The best equipment to take on this run includes a pipe bomb, adrenaline shot, chainsaw and assault rifle. Use the adrenaline in the beginning and stick to the right side shoving and shooting zombies. Climb the ladder on the tanker truck and hop across the truck tops, crossing the gap to the left. When you see the ramp leading up to the upper level, take it and grab the adrenaline shot on the left at the top. Drop down on the left side and use the adrenaline and race past the tank near the end. Toss the pipe bomb far ahead to attract a large group of zombies heading your way at the end of the bridge. Exit the bridge to the right and weave through the series of gates to get to the helicopter on the water.

Congratulations, you made it to the copter in under 3:00! The other survivors must die or make it to the helicopter to satisfy the Achievement, though. D'oh!



#### THE REAL DEAL

35

Survive a campaign on Expert skill with Realism mode enabled.

Survive a campaign on Expert skill with Realism mode enabled.

#### STILL SOMETHING TO PROVE

35

Survive all campaigns on Expert.

Survive all campaigns on Expert.

«	Part 1	Part 2	Part 3	»
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### Multiplayer Only Achievements

#### STRENGTH IN NUMBERS

15

Form a team and beat an enemy team in 4v4 Versus or Scavenge.

Form a team and beat an enemy team in 4v4 Versus or Scavenge.

<b>QUALIFIED RIDE</b>	<b>15</b>	<b>As the Jockey, ride a Survivor for more than 12 seconds.</b>
As the Jockey, ride a Survivor for more than 12 seconds.		
<b>BACK IN THE SADDLE</b>	<b>15</b>	<b>As the Jockey, ride the Survivors twice in a single life.</b>
As the Jockey, ride the Survivors twice in a single life.		
<b>RODE HARD, PUT AWAY WET</b>	<b>20</b>	<b>As the Jockey, ride a Survivor and steer them into a Spitter's acid patch.</b>
As the Jockey, ride a Survivor and steer them into a Spitter's acid patch.		
<b>A SPITTLE HELP FROM MY FRIENDS</b>	<b>15</b>	<b>As the Spitter, spit on a Survivor being choked by a Smoker.</b>
As the Spitter, spit on a Survivor being choked by a Smoker.		
<b>GREAT EXPECTORATIONS</b>	<b>15</b>	<b>As the Spitter, hit every Survivor with a single acid patch.</b>
As the Spitter, hit every Survivor with a single acid patch.		
<b>SCATTERING RAM</b>	<b>20</b>	<b>As the Charger, bowl through the entire enemy team in a single charge.</b>
As the Charger, bowl through the entire enemy team in a single charge.		
<b>LONG DISTANCE CARRIER</b>	<b>15</b>	<b>As the Charger, grab a Survivor and carry them over 80 feet.</b>
As the Charger, grab a Survivor and carry them over 80 feet.		
<b>MEAT TENDERIZER</b>	<b>20</b>	<b>As the Charger, grab a Survivor and smash them into the ground for a solid 15 seconds.</b>
As the Charger, grab a Survivor and smash them into the ground for a solid 15 seconds.		
<b>HEARTWARMER</b>	<b>20</b>	<b>In a Versus round, leave the saferoom to defibrillate a dead teammate.</b>
In a Versus round, leave the saferoom to defibrillate a dead teammate.		

<b>HUNTING PARTY</b>	<b>15</b>	<b>Win a game of Scavenge.</b>
Win a game of Scavenge.		
<b>GAS SHORTAGE</b>	<b>20</b>	<b>Cause 25 gas can drops as a Special Infected.</b>
Cause 25 gas can drops as a Special Infected.		
<b>SCAVENGE HUNT</b>	<b>15</b>	<b>Stop the enemy team from collecting any gas cans during a Scavenge round.</b>
Stop the enemy team from collecting any gas cans during a Scavenge round.		
<b>CACHE AND CARRY</b>	<b>20</b>	<b>Collect 15 gas cans in a single Scavenge round.</b>
Collect 15 gas cans in a single Scavenge round.		
<b>GAS GUZZLER</b>	<b>20</b>	<b>Collect 100 gas cans in Scavenge.</b>
Collect 100 gas cans in Scavenge.		
<b>FUEL CRISIS</b>	<b>15</b>	<b>Make a Survivor drop a gas can during overtime.</b>
Make a Survivor drop a gas can during overtime.		
<b>BEAT THE RUSH</b>	<b>15</b>	<b>In a Survival round, get a medal only using melee weapons.</b>
In a Survival round, get a medal only using melee weapons.		



## Left 4 Dead 2 Walkthrough

<b>Dead Center</b>
<a href="#">Dead Center Act 1</a>
<a href="#">Dead Center Act 2</a>
<a href="#">Dead Center Act 3</a>
<a href="#">Dead Center Act 4</a>
<b>Dark Carnival</b>
<a href="#">Dark Carnival Act 1</a>
<a href="#">Dark Carnival Act 2</a>
<a href="#">Dark Carnival Act 3</a>
<a href="#">Dark Carnival Act 4</a>
<a href="#">Dark Carnival Act 5</a>
<b>Swamp Fever</b>
<a href="#">Swamp Fever Act 1</a>
<a href="#">Swamp Fever Act 2</a>
<a href="#">Swamp Fever Act 3</a>
<a href="#">Swamp Fever Act 4</a>
<b>Hard Rain</b>
<a href="#">Hard Rain Act 1</a>
<a href="#">Hard Rain Act 2</a>
<a href="#">Hard Rain Act 3</a>
<a href="#">Hard Rain Act 4</a>
<a href="#">Hard Rain Act 5</a>
<b>The Parish</b>
<a href="#">The Parish Act 1</a>
<a href="#">The Parish Act 2</a>
<a href="#">The Parish Act 3</a>
<a href="#">The Parish Act 4</a>
<a href="#">The Parish Act 5</a>

Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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## Dead Center Act 1: Hotel

### CIRCUMVENT THE ELEVATORS

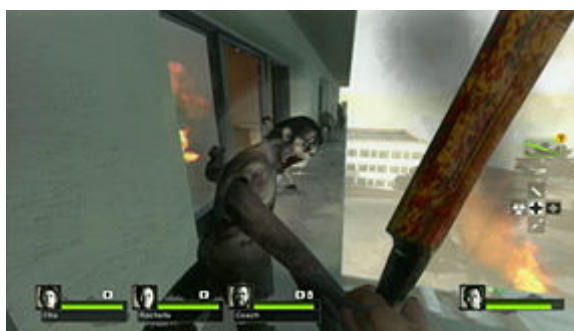
Get your bearings on the roof and grab one of the melee weapons available on the table by the door. Head down the stairs to encounter your first foes. Your melee weapons will do nicely in close quarters, but if you see a Boomer hang back and let your teammates take it out with a handgun.



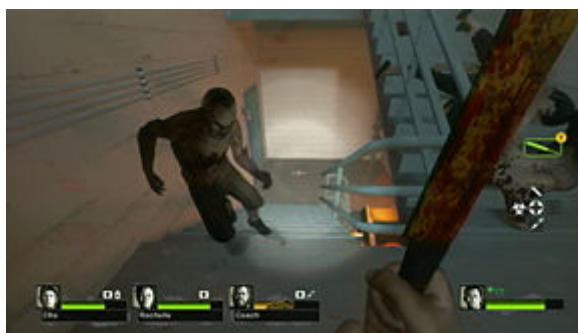
You can search the rooms here for alternate melee weapons and various items. Your goal is at the end of the hall. The elevators are not functioning, and fire blocks your path. Look for a door near the elevators that leads to a supply area with windows leading to the outer ledge of the building.



Break a window and step through. Shove the zombies or use a melee weapon to clear them and get into the first room not filled with fire. You can fall off the edge here so beware.



All of these rooms lead to a common hallway. A green exit sign marks the staircase downward.



Head down the long hallway towards the far end. Here you'll find a functioning elevator. Hit the button to move to the lower floor.

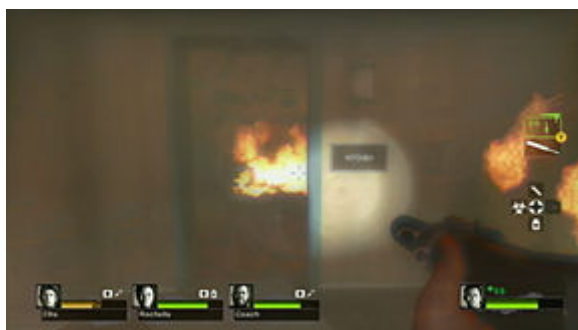


## ESCAPE THE INFERNO

Heal up if you need to, and then pry open the elevator door. You'll find your first batch of secondary weapons at the bottom of the elevator. You'll want to use them against the horde, which streams forth through the flames.



The path leads straight down this hallway to the area marked as the kitchen, but you can duck into the side rooms for alternate weapons and items.

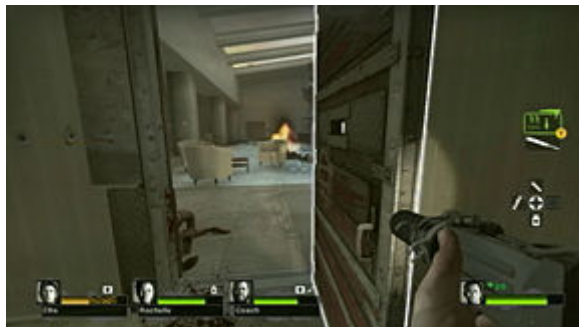


Cross the counter in the middle of the kitchen and search for the way into the next room in the corner. Cross this large burning area towards the opposite corner -- you can use the fire alarm strobe lights to navigate.





The final stretch reveals daylight through gaps in the roof -- the safehouse just ahead.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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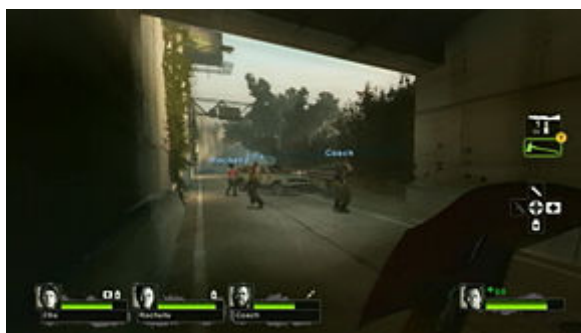
## Dead Center Act 2: Streets

### S U R V I V E   T H E   O P E N   S T R E E T S

Grab ammo and health packs and get your weapons in order. Exit the safehouse after taking some potshots at zombies through the bars.



This outside area features several CEDA tents you can search for items, but your goal is a door down the long street past the sign flashing CEDA EVAC/LIBERTY MALL.



Head in the door by the sheriff's car and go down the stairs. Search the area at the bottom for weapons. Head out the door at the bottom and hang a left to head past the truck and under the overpass bridge. You'll need to cross the median on the other side, so hop the short wall and cross where the bushes are thin.



Turn towards the overpass and look for a shipping crate. You can climb a ladder on this to proceed towards the mall. Snipe the zombies on the other side, then hop down and move towards the CEDA EVAC/LIBERTY MALL sign.

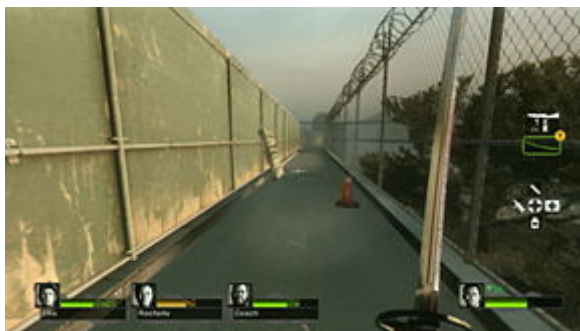
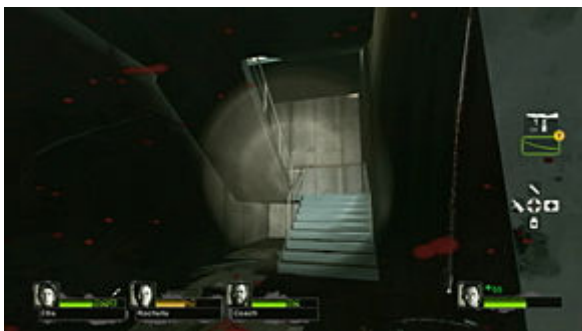


Go up the ramp to the right of the flashing sign and enter the door. Go up the stairs and you'll find a door leading to an overpass. You can hop onto a truck below to proceed.

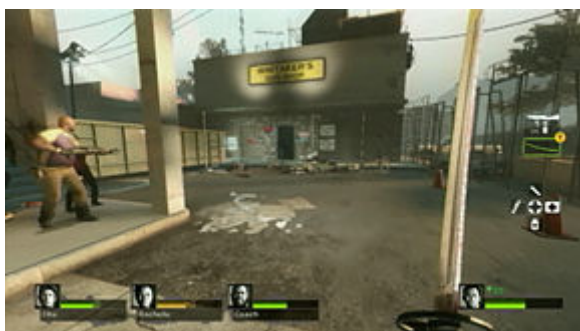
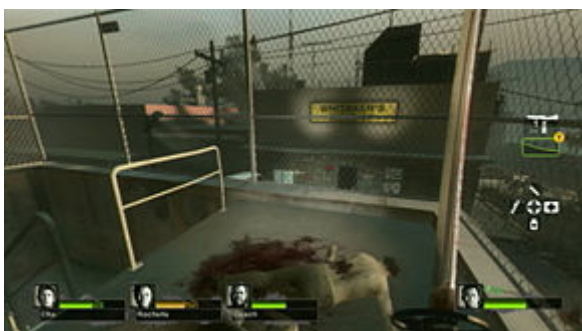


Move up hill towards the curve in the street, then hop the restraining wall to your left and go up the stairs..



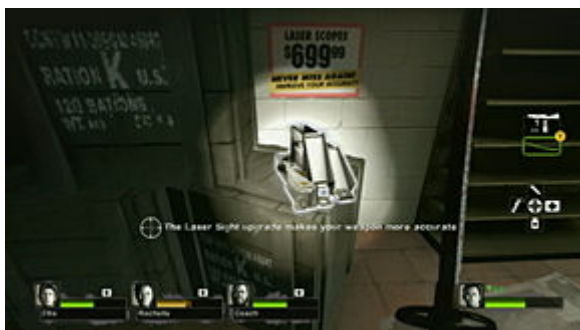


Go around the building and search the corner for a dark stairwell entrance. Head up the stairs and down the long fenced corridor towards the gun shop. The stairs lead right to the gun shop's rear door.

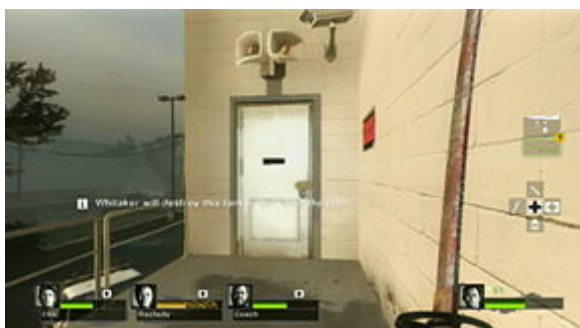


## THE GUN SHOP

The gun shop features nearly every firearm in the game (no Grenade Launcher!) and it's a good place to familiarize yourself with each. The little signs by the weapons state their advantages and clips sizes plainly so comparisons are easy. For more info on weapons, check out our [Survivor's Handbook](#).



Whatever you choose to arm yourself with, make sure to grab a laser site as well which gives you much greater accuracy (and a cool-looking laser to point at stuff!).



Hit the button and listen to Whittaker's demand. He wants you to bring him cola from across the street at the grocery



store. Head up the stairs and look to your right: this door with a mail slot is where you'll be bringing the cola to Whittaker. From here you can plan your route back.



Take the short route to the store and drop off the stairwell onto the grassy ledge below, then into the grocery store parking lot. Opening the door will sound a zombie-summoning alarm, but you won't be doing much fighting as the soda courier.



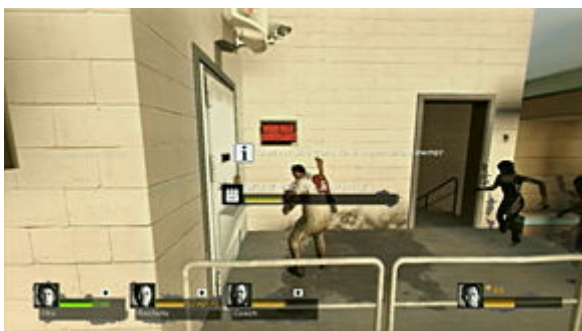
The soda is sitting on the ground in the very rear of the store. Grab it and head out, smacking the zombies you encounter with the six pack to repel them. You can drop it to fight, or toss a pipe bomb or Boomer bile to distract the horde, then pick it back up again and continue around the wall towards the stairs.



Delivering the soda is made more difficult by zombies pouring over the roof onto the ledge just before Whittaker's door. Make sure these are clear, or distracted momentarily, before depositing the cola in the door slot.



Once his thirst is adequately busted, Whittaker will fulfill his end of your gentleman's agreement and blow up the blockage in the parking lot below allowing you to continue.



The large lot just before the mall saferoom is filled with CEDA tents that hold goodies, but you can make a beeline straight for the door if you aren't interested.



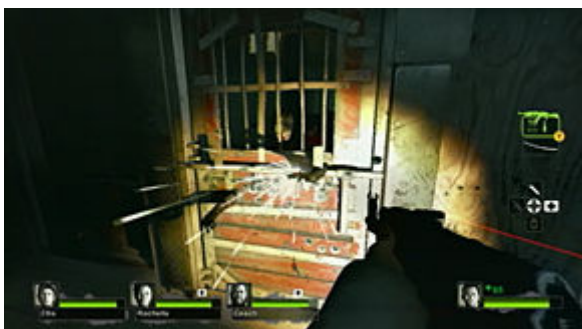
Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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Dead Center Act 3: Mall

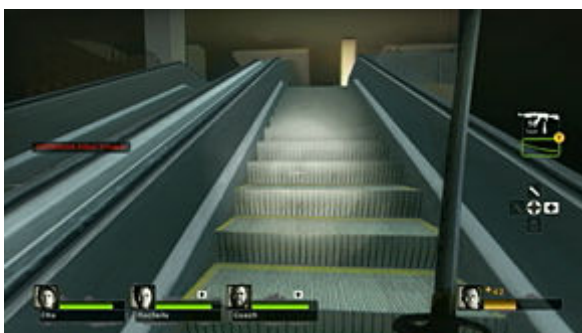
### ESCALATOR ACTION

Load up on supplies, heal, and shoot zombies through the safe house door. Your bullets can penetrate any single layer like this in the game!



This portion of the mall is swimming in zombies, but your path is obvious. Take the escalator up, then cross under the broken security gate.





Take the escalator on the other side down again.



Go straight and hang a right around the corner and you'll come to yet another escalator leading up by a large tree.



Up here, search for a door that's been knocked down, creating a ramp leading into the hallways behind the mall shops.



Hang a left at the fork in the path. You can search the rooms here for items. One of the rooms has a door on the rear wall leading into a toy shop. The entrance of the toy shop is rigged with an alarm, so shooting it or touching it will set it off.

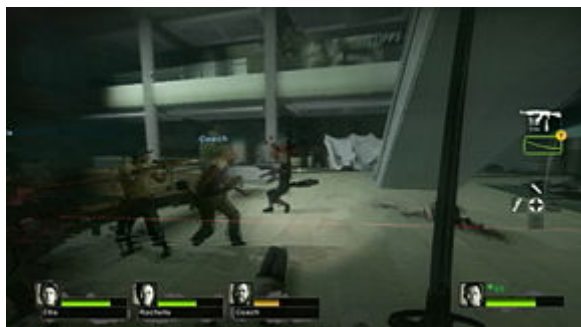




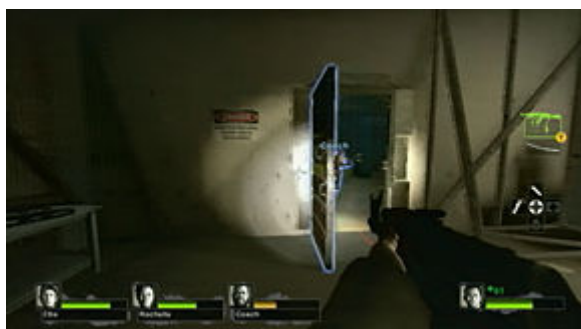
You have no way around it, so once you are healed and reloaded, fire away! The controls to turn off the alarm are in a security room one level up to the far right. Immediately cross the bridge to the escalator and go up. Cross the mall to the far corner to find a few ATMs and a door into the security room. Interact with the box on the wall to disarm the alarm.



Follow the exit signs into the hallway behind the security center and down the stairs. Below you'll find a linear passage through an area under construction.



When you return to the mall proper, you'll find --you guessed it-- another escalator! As luck would have it, the saferoom is just above. Take the escalator up and look for the large generator with bright lights in the corner. Head over to the saferoom.



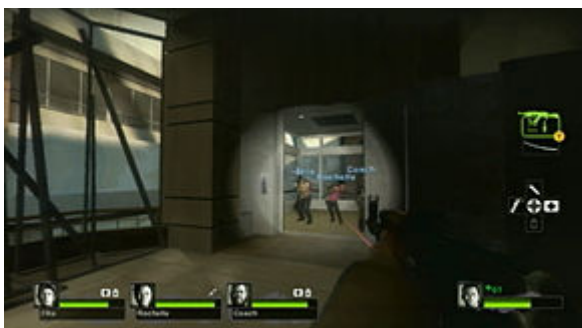
Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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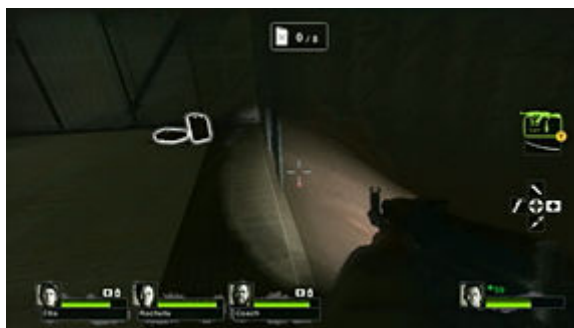
## Dead Center Act 4: Atrium

### THE RACE CAR FINALE

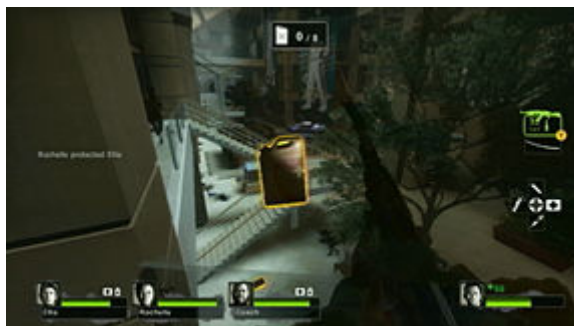
This finale is different than any other in Left for Dead or the sequel. It takes a bit of strategy, but the massive amount of zombies you face will be familiar to anyone who has completed a scenario before. Exit the safe room and head to the open elevator. On your way down a plan will form involving the blue race car below -- you can see it from the elevator. You'll need eight canisters of fuel to make the car a viable escape vehicle.



While you gather fuel, waves of zombies will appear in short intervals, with plenty of special infected to make things difficult. The key to this finale is to plan ahead. You don't want to repeatedly run up the escalators search for fuel canisters (they are marked in yellow on your screen, so you should be able to spot the closest canisters) and prolong the final battle any more than you need to.



Instead, cruise around the second floor, tossing any canisters you find below in the general direction of the car. The closer you get them to the vehicle, the easier it will be to defend the vehicle from one spot while one person (you) does the fueling.



there should be three or four on the ground already, so toss five or six down and make your way to the car.



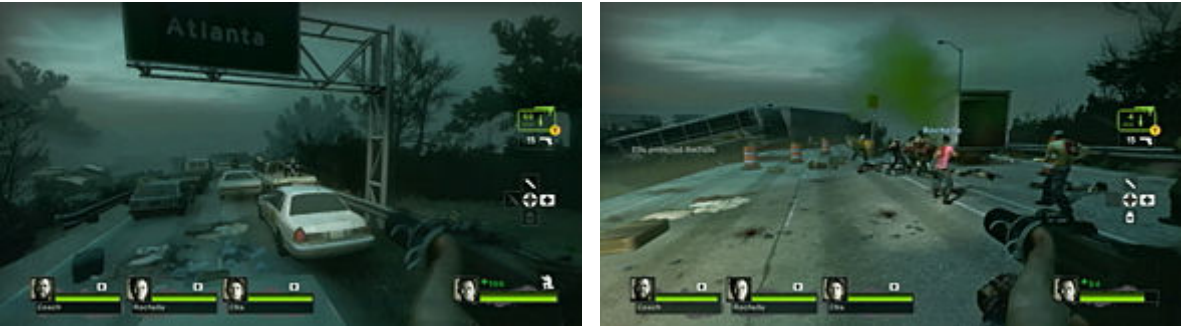
Each fuel tank takes a few seconds to dump into the tank, so plan for that. With all the fuel nearby, your team should be able to cover you while you run the canisters to the car. Fill the gas tank with the contents of eight canisters to instantly end the level.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

Dark Carnival Act 1: Highway

The wreckage of the highway provides a tough course for the zombies to navigate, so use this to your advantage. Climb atop a vehicle, duck to steady your aim, then take them out from a distance.



Stick to the right side of the highway until the way is blocked. Head down into the median gulch to bypass the trucks blocking the lane. Search the rear end of trucks and piles of luggage for weapons and items. Your goal is the exit ramp on the right side.





## NAVIGATE THE MOTEL

At the military Hummer with its lights on, turn left and head towards the motel. The road is blocked so you'll have to make a detour through the motel. You'll can make it through the infested motel fairly quickly -- just move straight for the stairs in the diagonally opposite corner, past the Hummer with its lights on.



On the upper level, search the rooms for items. The rooms have holes through many of the walls allowing you to proceed through them alongside the pool. Hop out of the window and drop down to the Astroturf below. Head out to the street again on the other side of the wreckage.



Follow the path behind the hotel. It leads down a steep slope to a ravine far below -- you may be able to score some items on the way down on the various platforms.



At the bottom, avoid the water since it will slow you down. Move down the stream past the outhouse, then turn left up the steep hill. On top of this hill is the entrance to the fairgrounds. The safehouse is to the right of the entrance, in a small, yellow house.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

**Dark Carnival Act 2: Fairgrounds**

Upon leaving the safehouse you'll find yourself in a large area with fairground games. Here you'll find the Peanut Gallery shooting range where you can win Gnome Chompsky -- the key to the Guardin' Gnome Achievements. See our [Achievements section](#) for more on this.



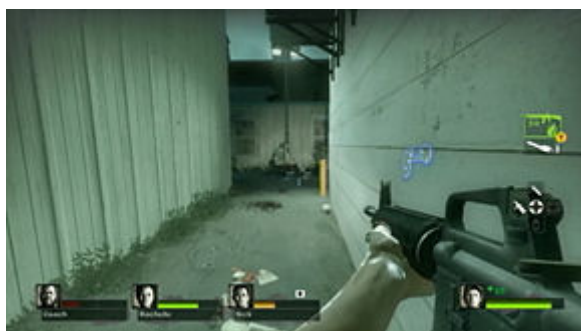
Pass the Peanut Gallery and enter the food tent area. Head a right and follow the fence back until you come to an open garage door.



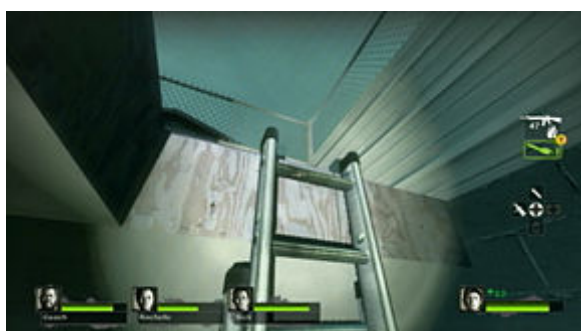
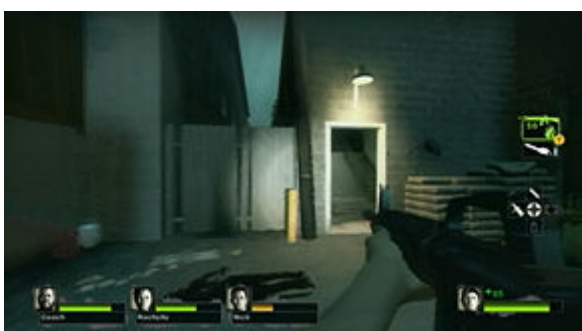
Enter the building and move down the dark halls until you find yourself outside again by some portable toilets.



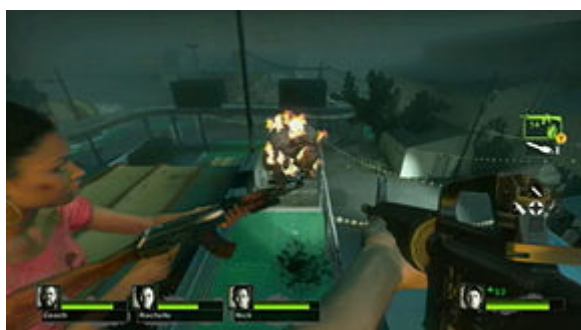
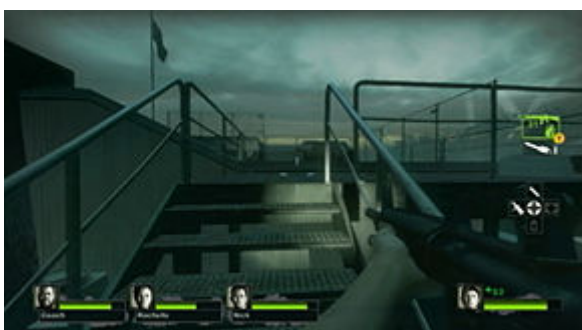
Hang a left and head down the long ramp. Here you'll find a plaza with rides. You need to cut across the plaza diagonally towards the light generator. In this corner you'll see a safehouse sign pointing down a back alley.



Follow the alley around the back of the buildings to a doorway leading in. Go up the stairs and then the ladder and you'll find yourself on the rooftops.

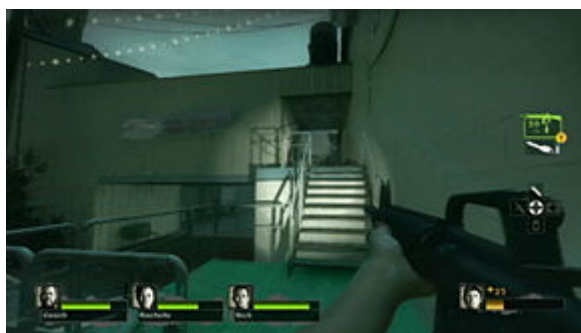


Cross the rooftops and go up the stairs. You'll can either hop down from here or take the slide, but before you do, snipe all the zombies below.



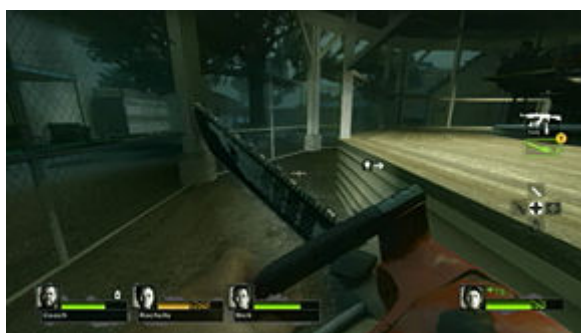
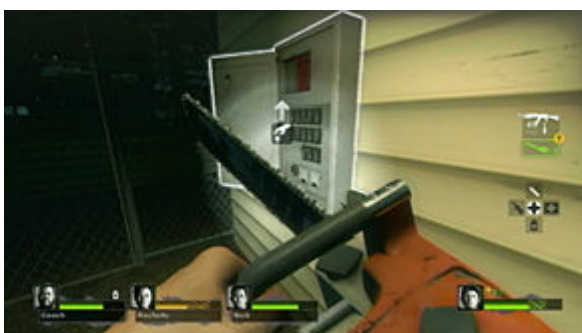
Make a U-turn at the bottom of the slide and run to the stairs leading up and bypassing the fence.



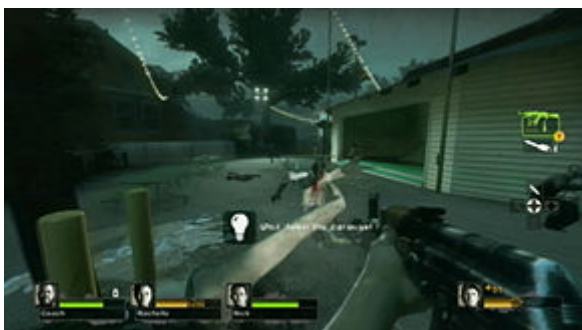


## THE CAROUSEL

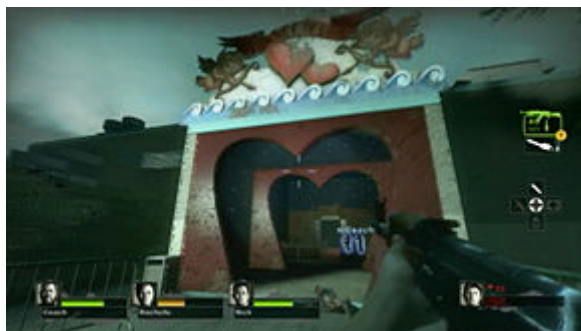
On the other side are more carnival rides. Look to the right and you'll see a spotlight generator and the entrance to a carousel. Flipping the switch in the box on the wall will give you access to the carousel, but will also activate it, attracting the horde.



The off switch is on the rear side of the ride. Move around the ride clockwise and continue to do so past the buildings in back. You can make a mad-dash for the switch before the bulk of the zombies show up, but you'll still need to fight them off once its toggled off.



The switch is on a little platform in a dark building adjacent to the ride. There are two flags waving over the building with the switch. Once the carousel is dark, finish off the remaining zombies and look for the Tunnel of Love entrance just past the light generator ahead. This is the final stretch -- the safehouse is in the Tunnel of Love's heart-shaped entrance.





Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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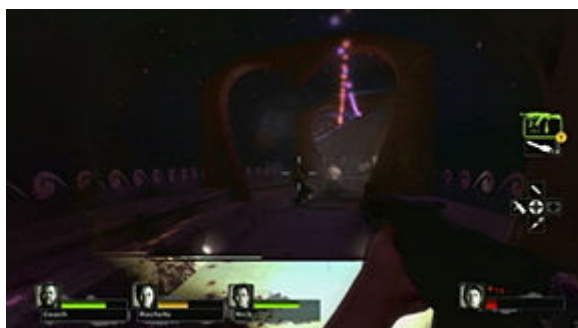
Act 1	Act 2	Act 3	Act 4	Act 5
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## Dark Carnival Act 3: Coaster

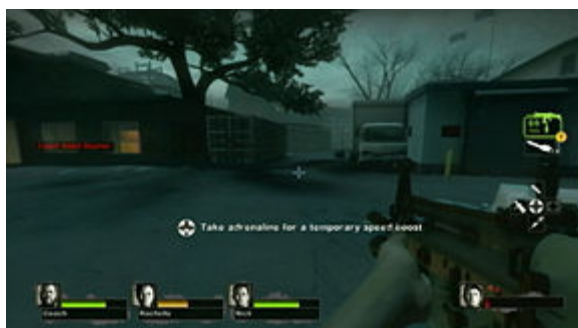
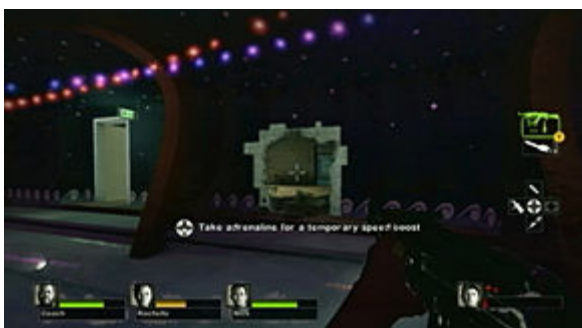
### ESCAPE THE TUNNEL OF LOVE



The Tunnel of Love is a lengthy and narrow corridor -- ideal for melee weapons. Follow it around in the direction the swan cars are facing. You can search the little coves on either side for weapons and other goodies.



Eventually you'll come to a door just before the ride dead-ends. Head up the stairs and across the catwalks. Drop into hole in the ground and you'll find yourself back in the Tunnel of Love. The final stretch of the tunnel terminates by a green exit sign. Take the hole in the wall out into a building and then into the open air again.

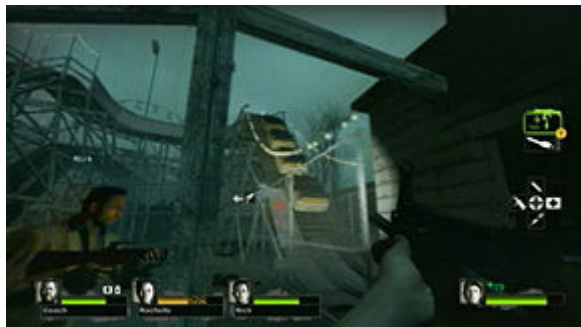


### NAVIGATE THE ROLLERCOASTER

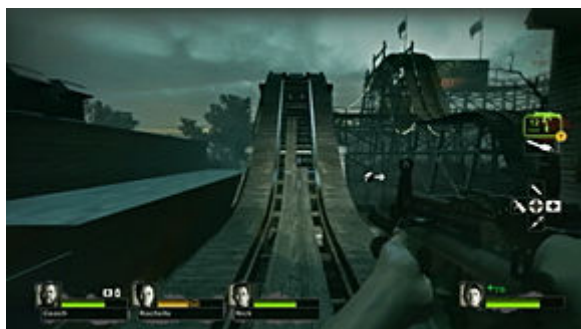
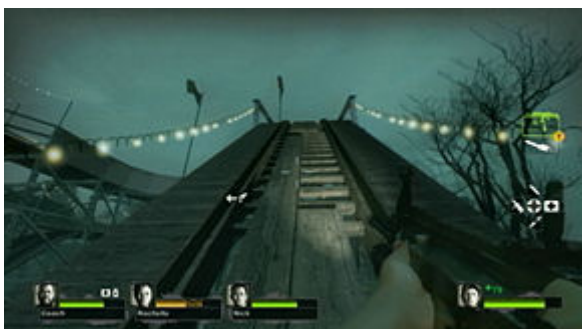
A helicopter will fly over you, heading in the general direction of a roller coaster. Enter the nearby house and heal if you need to. Exit on the other side and look for the section of fence that creates a ramp leading to the area under the coaster.



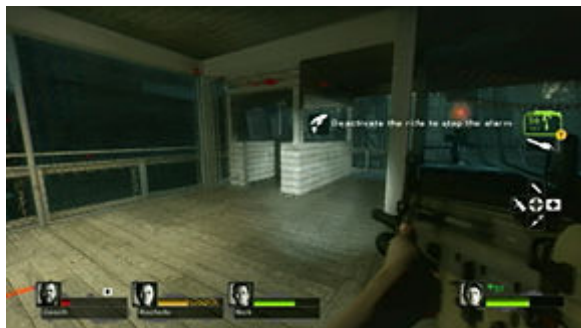
A switch on the small house by the coaster will activate the ride, and zombie-summoning noises and lights.



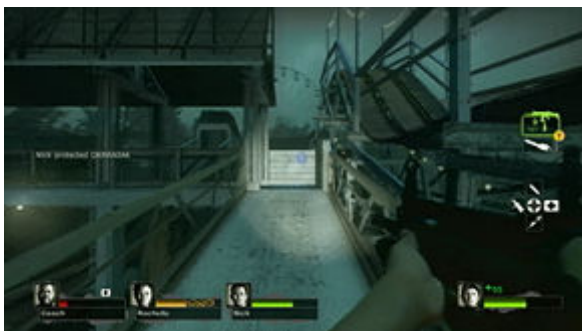
The tracks lead right to the switch to turn it off, so start cruising down it as fast as you can. Shove and shoot your way around the long track and only stop to shoot special infected.



At the far end of the track is a control booth. Enter this and look for the panel in the little hut. Access it to stop the alarm.



A sign with Moustachio likeness on it shows the way to the walkway leading away from the rollercoaster. Follow this down to the safehouse.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### Dark Carnival Act 4: Barns

#### STORM THE BARN S

Back in the general fairgrounds again, head straight out of the saferoom and you'll see a bumper car area on your left.



Before entering the bumper car area, look for a strength testing attraction -- you can get the Gong Show Achievement here (see our [Achievements section](#) for more on this). Head up the ramp to the bumper car platform and exit via the rear door.



On the other side, look for a break in the hedges. Cross the large area towards the Wac-A-Mole-like game called Stache Wacker (you can get an Achievement for interacting with this game, check out our [Achievements section](#) for more). Move past the light generator and into the barn in the corner.





In the barn, turn left and head into the adjacent barn. You must open a door in the corner leading to a third barn. This barn has a door that leads back outside.



Turn around and climb onto the rooftops. The ladders on the roofs will allow you to cross the barns. Take a moment at the final barn to snipe the zombies below. Just ahead is a gate with an alarm.

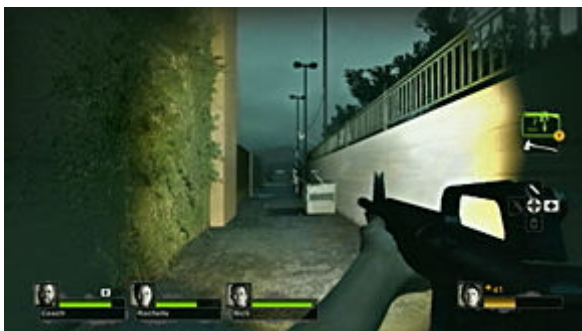


## THE GATE

Many, many infected will appear when you hit the switch to the left of the gate, so be prepared. A ladder allows you to get above the fray on some nearby scaffolding while you wait for the gate to open.



Unfortunately, the saferoom isn't immediately on the other side of the gate. Run down the long passage alongside the fence and make the first left you can.



Head straight until you see the safehouse door on your left, just inside the concert hall entrance.

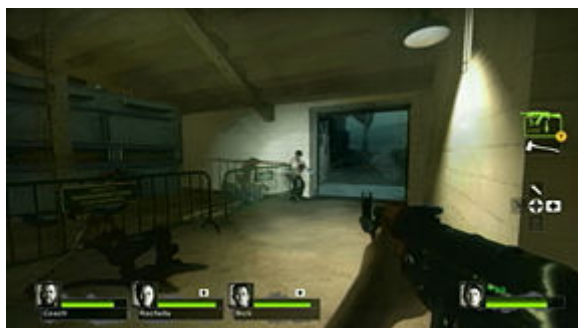


Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

## Dark Carnival Act 5: Concert

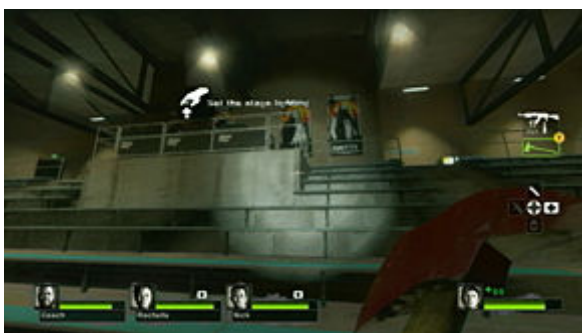
### S U R V I V E   T H E   C O N C E R T   F I N A L E

Follow the hallway around clockwise. You can search the adjacent rooms for items if you wish -- the big finale is just ahead.

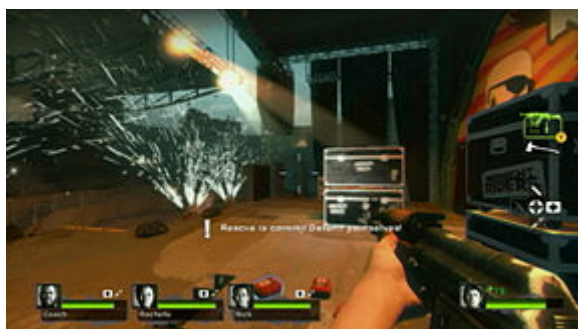


The amphitheater is set up for the big Midnight Rider's performance -- although it seems the Riders don't do much performing themselves. The entire show -- including pyrotechnics -- is automated. To initiate the performance, head up to the top of the central bleachers. Flip the switch in the sound booth here to turn on the lights.

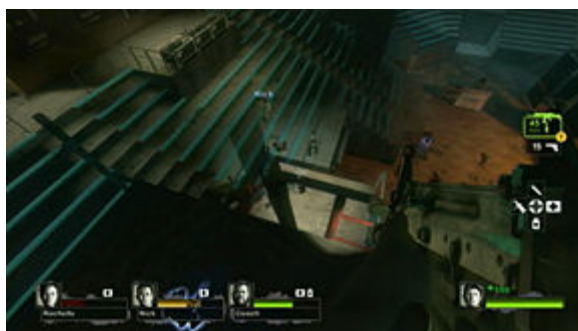




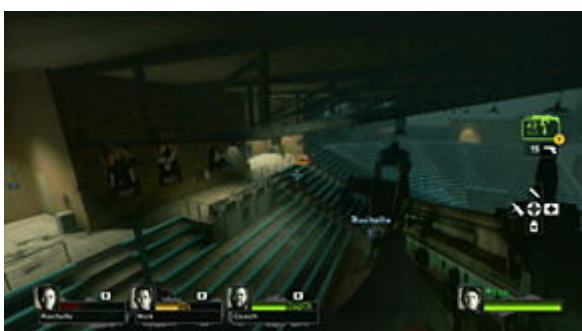
Snipe the wandering infected around the bleachers before heading to the stage. The stage holds supplies, so stock up before starting the performance. It's in the little booth on the side of the stage (stage left). The helicopter will arrive at the bottom of the bleachers to the right or left -- it's randomized.



Instead of staying on the stage, we prefer to set up camp on the towers on top of the bleachers so the run to the helicopter is short. You can climb these towers via the ladders on each one. Up here you'll have a clean shot at all infected and will be especially safe from special infected, which you can take care of as they approach. Only a puddle of acid from a Spitter should clear you off the tower.



If you need to grab supplies, do so between songs, when there's a lull in the onslaught and the horde roars in the distance.



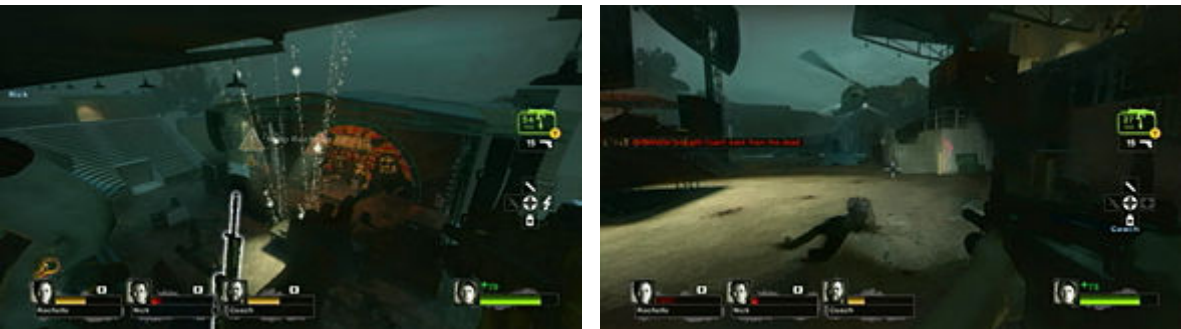
There are boxes of fireworks at the bottom of the bleacher right in front of the stage you can shoot to light zombies on



fire for fun. There should be medkits on stage as well as melee weapons.



The helicopter will arrive in the middle of the third or fourth song -- look for the large display of fireworks launching into the air and reporting) and land at the bottom of the bleachers.



If you have a Bile Bomb or Pipe Bomb, toss it to distract zombies when you see the helicopter fly low to the ground. Use an Adrenaline Injector if you want, then run to the helicopter and jump up into it to complete the scenario.

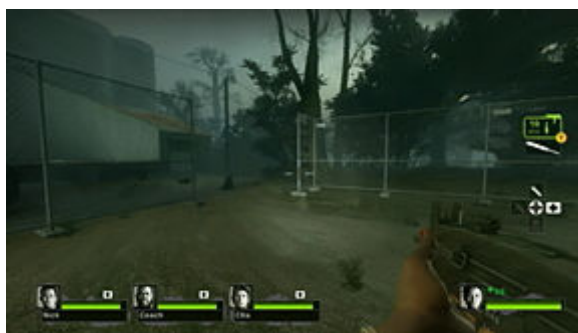


Dead Center		Dark Carnival		Swamp Fever		Hard Rain		The Parish	
«	Act 1		Act 2		Act 3		Act 4		»

Swamp Fever Act 1: Plank Country

CROSS THE RIVER

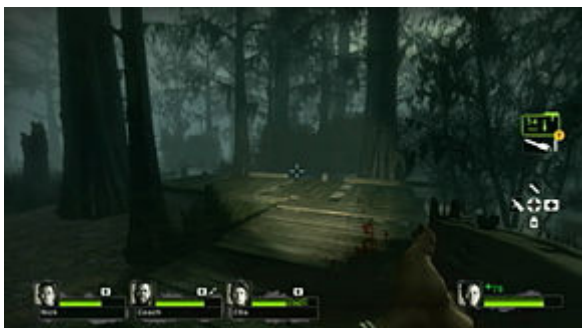
Head toward the well lit gas station and proceed through the gap in the fence. The row of houses ahead tend to hold worthwhile items so be sure to check them out.



Head downhill past all the houses and you'll eventually come to a river. An automated ferry can take you across, but you'll need to summon it -- and it turns, summons scores of infected. A button under the Gator Village banner summons the ferry.



Hit the button and retreat up the ladder behind you to grab some supplies out of this upper area. From here you should be able to handle the horde with ease. After things quiet down, you can hop on the ferry and hit the button to cross the river. Be sure to heal and stock up on items before you cross.



Follow the planks towards the left -- they'll keep you above the water which slows you down. At the fork in the road, choose a path -- to the gators or to the observation deck. They both lead back to the same place, but the right path is a bit faster. Head towards the well lit, roofed area on the plank walkway. On the other side, the planks terminate. Time to enter the swamp.



The water seriously impedes your progress. You want to hug the left side of this area. Soon you'll spot a derailed train. Follow it towards the only light in the area. The safehouse entrance is just below the light.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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Swamp Fever Act 2: Swamp

Take some shots at the zombies from the comfort of the safehouse before venturing into the murky swamp. Follow the waist-high water towards the boat with the lantern on it.



This boat is moored at a shore that provides a thin strip of high ground through the next area. Head towards the sunlight and stay on high ground. The mudmen in this area approach almost undetectably in the murky water, so you'll have to constantly watch the ground in front of you.

SURVIVE THE PLANE WRECK CRESCENDO

If you continue to head towards the sunlight you'll happen upon a downed plane. Opening the hatch of this plane will set off an alarm; you know what that means...





There's a trick to this scene that you can exploit to keep from taking any damage whatsoever (which will satisfy the Wing and a Prayer Achievement!). Climb through the door and open the hatch and a "crescendo event" will occur. To the immediate left as you exit the door onto the plane wing is a tree pointing up and a 45 degree angle alongside the plane. Hop on this tree and run up to the tip of it.



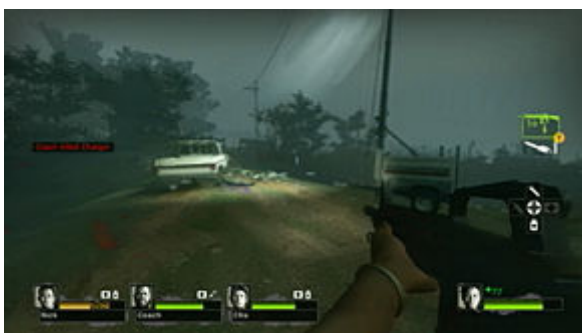
Up here you cannot be harmed by a single zombie! Stay there as a steady stream of zombies attacks the other survivors below. Do this on Easy and you should be able to pick off each zombie as it approaches or climbs onto the wing without any trouble. Save a pipe bomb for the occasion to make things easier.



Hop down off the wing once the horde has subsided and continue to head towards the light over swamp water and whatever provides dry ground. The swamp should give way to a road above the swamp so long as you let the sunlight guide you.



The road is lit by light generators, so follow these to the compound. Follow the compound wall counter clockwise and you'll come to the safehouse door.



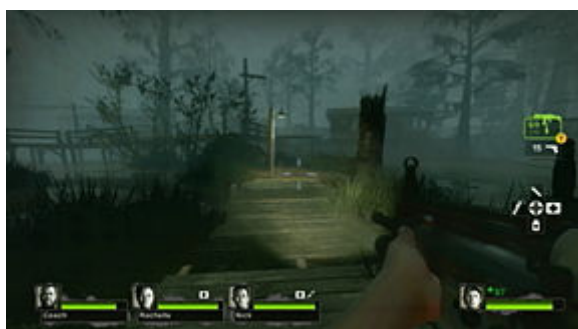
Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish	
«	Act 1	Act 2	Act 3	Act 4	»

### Swamp Fever Act 3: Shanty Town

Head through the town and look for a house on the left that is emitting some light. You can pass through this house to access a path leading down a slope in back. At the bottom of the slope is more swamp water, but a walkway leads past a burning barrel. Take the walkway so you aren't hindered by the water



The path continues to be lit by lights of different varieties -- burning barrels and flood lights. Cross the swamp via the plank paths and cut under the boardwalk. Take the stairs leading onto the boardwalk and head towards the well lit houses.



Enter the house at the end of the boardwalk and heal up. Exit on the other side and proceed down board ramp. The path ahead leads past a lamp on the ground and to an open area with several shacks on stilts.



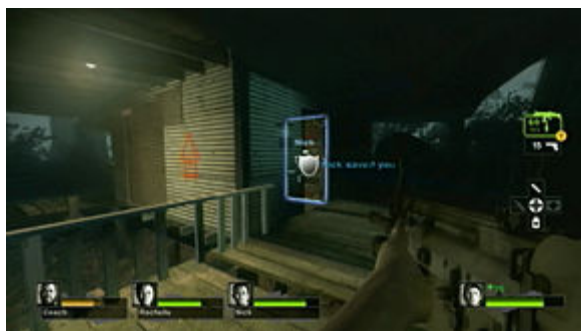
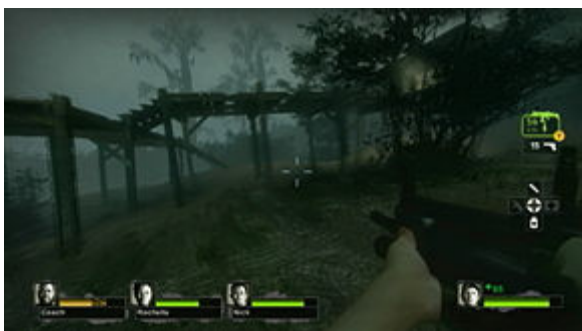
Proceed up the ramp straight ahead and turn left inside the shack. A switch here allows you to lower the walkway -- it will also attract the attention of the horde.



Take the walkway over to the dark shacks and pass through them. You'll come to a red roof and the trail of lights will pick up again. Look for the burning barrel and hang a left just past it to hop down onto dry land. Proceed towards the barrel by the outhouse to.



Cross the bridge and you'll see the lights of the safehouse ahead. Take the stairs up and cross the plank walkway into the safehouse.





Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
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«	Act 1	Act 2	Act 3	Act 4	»
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## Swamp Fever Act 4: Plantation

### GET TO THE PLANTATION HOUSE

Take some shots at the zombies through the safehouse door, heal and head out. Take a left at the large tree and move into the village. Take a right at the road and head down the lane of houses. You can search the houses for goodies if you wish, otherwise move towards the two story red house at the end of the lane.



Hang a left and then move down the road towards the sunset. The large plantation house will loom on your left. Crouch and take shots at the zombies under the trees before the house. Approach the house and you'll see some scaffolding with a ladder leading up into the house.



### THE PLANTATION FINALE



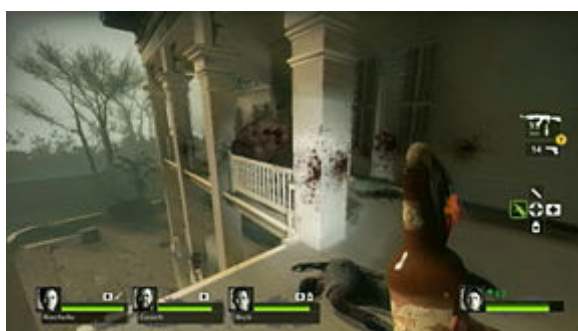
Drop down the hole in the floor. Take this opportunity to feel the house out. Just on the other side of the house is where you'll be taking a stand against the horde while waiting for a boat. In the middle of the house, on the bottom floor, is a small area with molotovs, grenades and bile bombs.



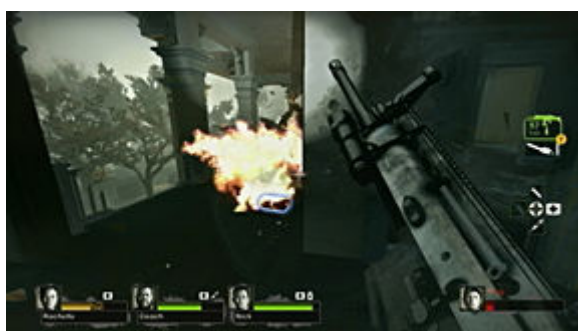
Upstairs is a balcony where you'll most likely want to hold out, since there's a Heavy Machine Gun turret here and a good view of the area below where infected tend to come from.



Out front of the house you'll find medkits on the tables (near the portable toilet or across the way). A path leads to the gate and there's a radio next to it.



Summon the boat with the radio when you are ready to fight and book it straight up to the balcony of the house. Before doing anything else, you should know that you cannot jump safely to the ground from this balcony. Instead, search for some scaffolding below to jump to -- to the right of the turret (when facing the gate) is a stretch of scaffolding near the ground that makes for a good landing pad. The stairs just below the turret to the right and left work as well. Use this to escape a Tank and to make your final getaway.



You'll want to remain on the balcony until a Tank appears. At this point, torch the area with a Molotov and jump down,



shooting at the Tank the entire time. Alternately, you can circle round the rooms of the house, taking potshots at the Tank. Remember: if it's on fire, you can just avoid it until it dies!

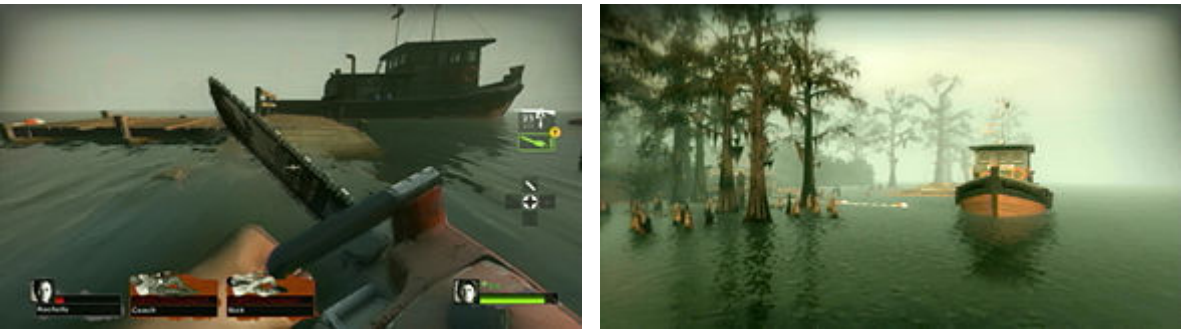


Of course, if the Tank is distracted by a teammate down below in the hedges, you can use the turret to kill it quickly.

After dealing with the Tank, you'll have a lull to restock your items and heal up. A second wave of Tanks -- that's right, two of them! -- will come before rescue arrives. If you can arrange to be near the gate now, it's a good idea to fight with your back against it until the rescue boat arrives.



When you see the rescue message, head for the gate. You'll have to slog through a bit of water to get to the boat, so shoot while running to it instead of turning your back on the horde. Get to the boat to finish the episode.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5
Hard Rain Act 1: Milltown				

Just in front of the van where you begin the level should be a pile of handguns and melee weapons. We recommend the latter. Inside the burger join are medkits, weapons, ammo and other goodies.

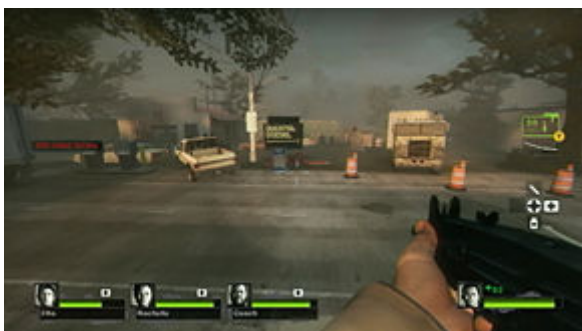




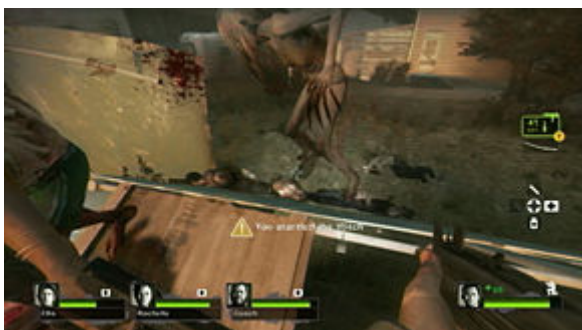
Hard Rain is a unique level -- you'll replay the entire level in reverse once you get to the second safehouse (at the gas station). That means the finale actually takes place right where you begin, so while it may be tempting to grab the bile bombs, pipe bombs and molotovs here, you may want to leave them for later.

### SURVIVE THE STREETS

Keep an eye on your surroundings as you proceed. On your return trip, a storm will make it difficult to see, so take note of any landmarks you see on the way through the neighborhood streets.



Exit the Burger Tank through the front door and proceed straight across the street past the blinking road sign towards the wood ramp leading into a back yard. Crouch and take shots at the infected in the yard.



Hop down and climb the ladder on the Airstream-style trailer to the left. Note that the front of the house with the trailer has a light on -- you'll pass through this house on your return trip.



Head down the street towards the right until you see a playground on your left. Turn left at the playground and cross through the gap in the fence.

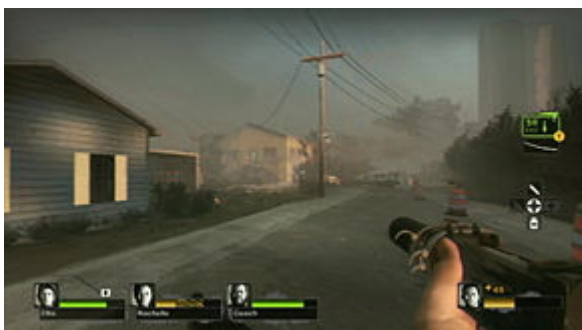
Pass the houses and head towards the light generator and the next street. You'll now begin to notice red, spray painted signs directing you to a garage sale. Follow these signs by turning right and heading down the street.



You'll pass a large house on stilts and an ambulance -- these area contain useful items, but we prefer to rush through this area. Note that cars here may have alarms, so use melee weapons if you can to avoid shooting them and watch for the telltale yellow, flashing light in the cab of the car before jumping on it.



Grab weapons and ammo at the garage sale and then proceed down the route to on the left side of the house that's hosting the sale.



Note that a house here is well-lit as well -- another beacon of light on your return trip! Turn right and head down the final street before the safehouse.

Look for the tall silo in the distance and head towards it. The safehouse is lit by a portable generator and the door to it is on the second level. Take the stairs up to safety!

Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

Hard Rain Act 2: Sugar Mill

SURVIVE THE WITCHES

This safehouse is also used on the return route, so leaving some supplies is a good idea. Don't worry about guns and ammo though -- they are in infinite supply.



Head out into the lot and take shots at the zombies -- you'll want to stash your guns and turn off your lights after this due to the sugar mill's booming Witch population. If you (and your team) avoid disturbing a Witch for this entire act and make it to the safehouse in the gas station, you'll get the Sob Story Achievement! Enter the mill through the door on the left and stick to the left through the doorways.



Once on the other side, pass through the lot to the right and enter the garage with its shutter open.

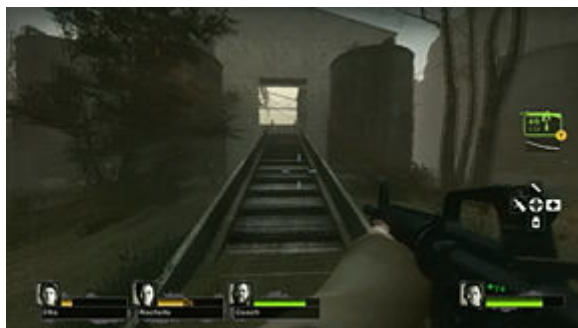




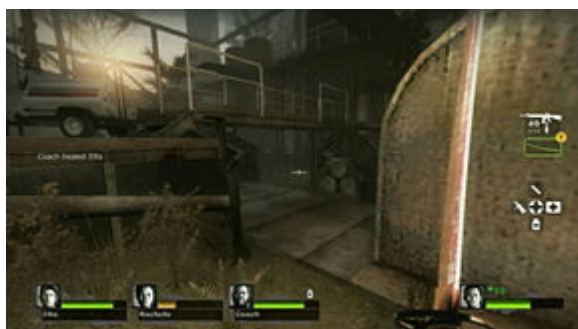
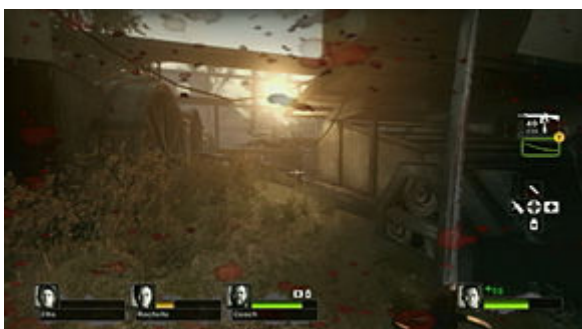
This next area is confusing, but basically you need to head towards the far end of this strip. Just head towards the setting sun and you'll be fine. There's a good chance a witch patrols this area, so you may need to get creative about your path through the pipes and other detritus.



At the far end is a well-lit trailer with weapons in it. At this end you need to double back and follow an alley that parallels the path you can down. This, and the subsequent areas, are most likely crawling with Witches. Melee weapons are definitely preferable in these narrow corridors. You may need to patiently wait for Witches to move before proceeding.



At the end of the alley is a ramp leading into the sugar mill's buildings. Take this up, drop down and head towards the left.



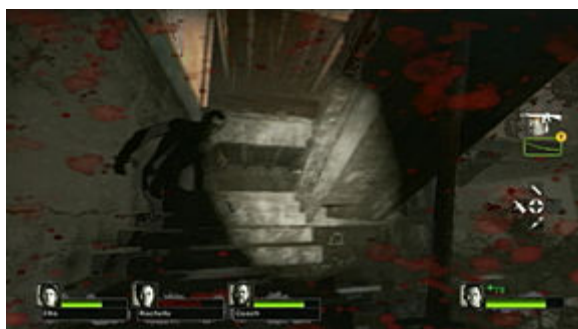
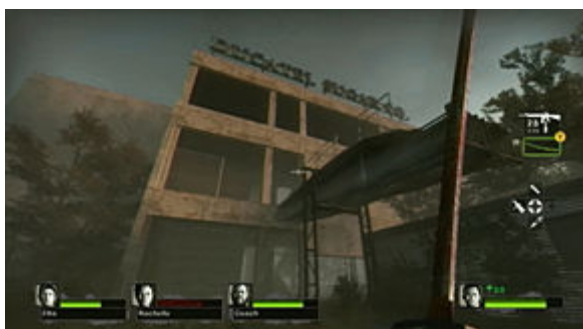
The next corridor requires you to navigate through various industrial materials with Witches wandering throughout. Be sure to have your light off and a melee weapon handy. Try to quickly move past the Witches when their backs are

turned.

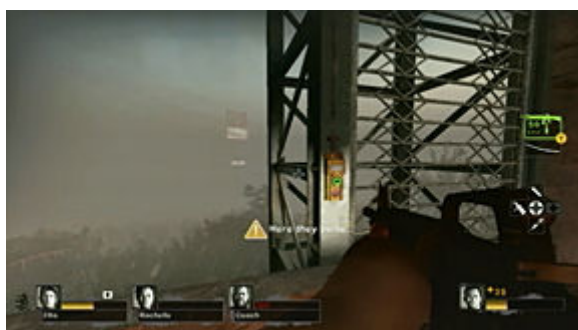


## SURVIVE THE ELEVATOR

Just ahead looms a tall building with the sugar mill's sign on the top. A staircase leads straight up the center of this. Sprint up the stairs quickly to the top of the building. If you get knocked off the edge of this area you'll hang helplessly until a teammate can save you.



At the top, look for the gas station sign on one side of the building, opposite the sun. An elevator can take you down to the field below, but summoning it will also summon zombies. Grab any combustible tanks around the upper level and set them up around the elevator.



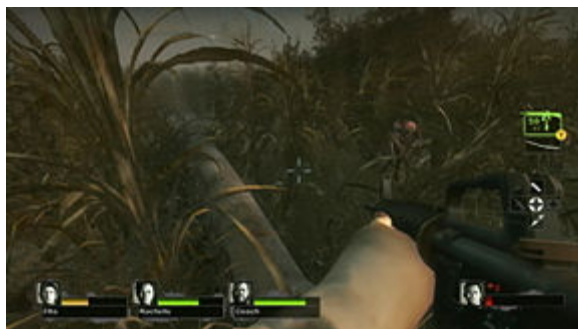
Hit the button and back into the corner near the elevator. If you have a Molotov, now is the time to use it. From the corner you should be able to pick off the horde easily -- the piles of garbage in the corner actually give you a bit of a boost so you can shoot over the heads of your teammates.



When the horde subsides, enter the elevator and press the button to head down.

## CROSS THE FIELD

The path across the field leads down the large pipe right through the center of it. Witches patrol the area and they are very difficult to spot, so you'll need to use your ears to navigate around them. Move slowly and use the gas station sign to navigate towards the gas station.



Witches patrol the gas station itself, so the safehouse inside the station is especially hard to reach. Enter the gas station building through a door or window and you'll see the safehouse in the corner.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

## Hard Rain Act 3: Mill Escape

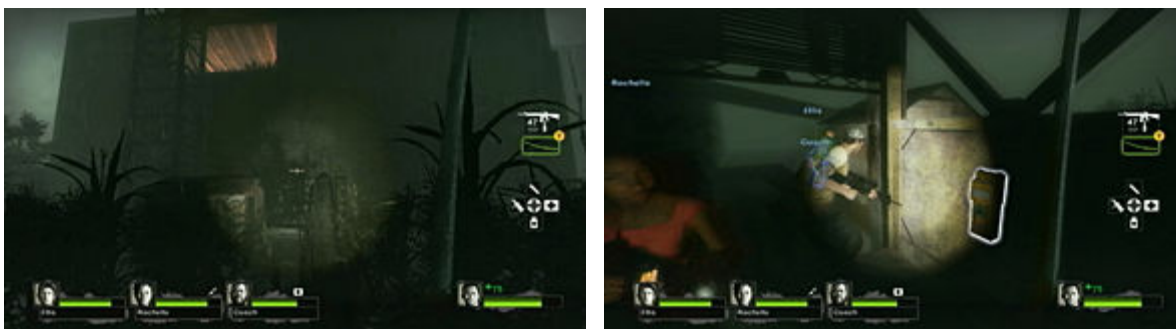
## THE ELEVATOR PART II

The remainder of the level involves backtracking along the path you came -- with a twist: a storm will now rage every few



minutes, obscuring your view and flooding previously traversable areas. The good news is that the Witches are mainly gone.

Exit the safehouse and pick off the zombies around the station -- use a pipe bomb or bile bomb to lure them out of the field.



Head straight through the center of the field towards the elevator. Use the sugar mill's sign to navigate if you get turned around.

Take the elevator up and, at the stairs, try to hop down them as quickly as possible. At the bottom you'll find the area completely flooded.

### ESCAPE THE FLOODED MILL

Wade towards the large tank on your left and take the yellow ladder up. Cross the catwalks and you'll be able to hop into the corner of the building ahead. Move towards the spotlight in the middle of the area. Remain on the catwalks.



The next light shows the way out of this building -- it sits on the other side of a gap in the building wall at the far end. Hop onto the pipe and then out the hole in the wall.



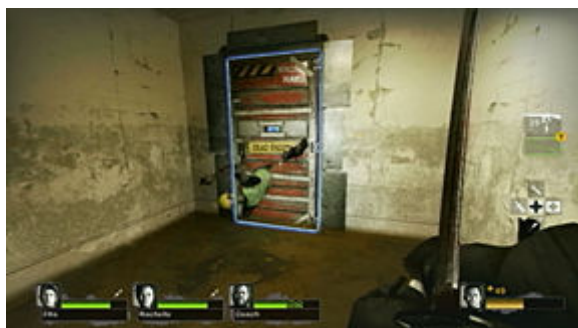
Hang a left at the light generator and head towards the next light. Here you'll be back at the switchback -- the well-lit trailer is here with supplies inside.



Head up the ramp made by the pipes and cross the catwalk. When this ends, drop down into the water below and wade towards the building entrance ahead. Exit the building into the lot with the trucks and go out and around to the entrance leading back into the same building on the other side of the semi -- you did this all in reverse before.



On the other side of this building you'll see the lights of the safehouse.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### Hard Rain Act 4: Return to Town

#### GO TOWARDS THE LIGHT

The streets are completely flooded, so while you'll want to follow the same path back, it's best to stick to high ground. Thankfully, a row of houses here allows you to bypass the flooded street entirely.



Climb the ladder opposite the safehouse and hop across the rooftops. At a blue house you'll need to take a ladder up. This tall, blue house marks the end of the row, so hop down onto the roof of the shed on the far side and turn left. Head past the large tree towards the house with the light -- remember this?



Enter the front door of the house and traverse it to the far side. You'll find yourself back at the site of the garage sale. Turn right and look for the piles of earth leading up to the large house adjacent to the garage sale lot.



Follow the balcony of this house over to the low RV rooftops. You'll see the ambulance lit up on your left. Pass it and soon you'll be able to see a light generator.



Take a left in the alley just past this. Cut diagonally across the playground.





you should see another house with a light out front ahead -- this is the safehouse. Cross the street and enter the safehouse.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### Hard Rain Act 5: Town Escape

Exit the safehouse and look for the ramp to your left. The opposite side is sure to be crawling with infected, so take shots at them from the top of the ramp before dropping down.



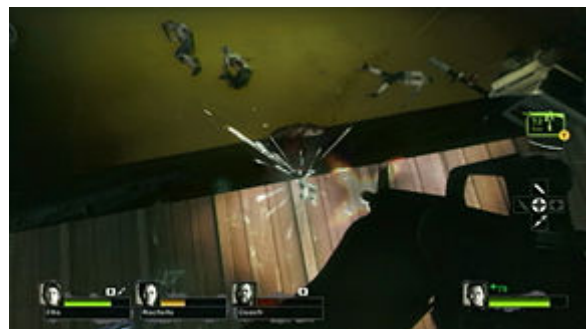
Cross the street and you'll find Burger Tank right where you left it. Your goal is to turn on the rooftop sign -- but first, stock up on ammo and supplies inside the burger joint.

### SURVIVE THE BURGER JOINT FINALE

Now, climb the ladder in front of Burger Tank and hit the switch on the base of the sign. The roof is a great place to take on the horde in this finale, but instead of shooting them at a distance, try to hit them as they clamber up to conserve ammo (although there's a large supply in the building below).



Dropping into the building for supplies is a good idea only after a Tank shows up when there's a noticeable lull in the chaos.



You can hit the Tank from a large distance to whittle its life away if you are on the roof -- shoot its projectiles down as well. Be sure to hit it with a Bile Bomb or Molotov as it ascends to the roof, then immediately drop off the roof and run away, shooting at it the entire time.



Keep trading places with the Tank on the roof and on the ground to safely dispose of it. Try to avoid entering the building when a Tank is around, since you can easily get trapped in the building's tight quarters.



When the boat arrives out back it's easiest to just hop off the roof onto the car and make a run for it. Use the building's back door as a bottleneck and torch it with a Molotov to stave off the horde on your retreat. Make it to the boat to finish the episode.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### The Parish Act 1: Waterfront

If you are quick, you can grab a melee weapon off the table of weapons at the beginning of this episode. Head up the ramp and you'll encounter your first infected.



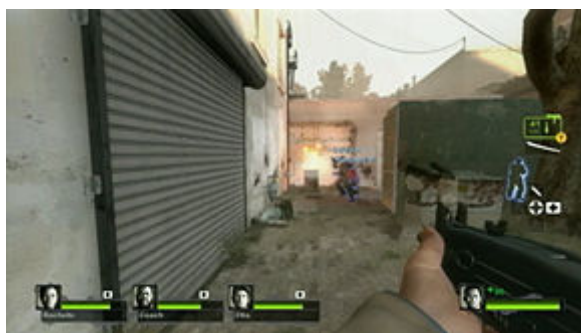
Look out for the zombies dressed in riot gear -- their heavy shielding makes them very, very difficult to kill with melee weapons or bullets. To kill them, you need to hit them in the back.

Head through the door under the Waterfront Market sign. Hang a left and move down the street towards the overturned vehicles.



A ramp on your left will take you above the vehicles. Drop down on the other side and make a right past the café with the jukebox in it (Pro Tip: You can play a few songs by approaching the jukebox and activating it -- one of them is a Jonathon Coulton song called "Re: Your Brains." He's the dude who wrote "Still Alive" from Portal, also rumored to be available in the jukebox...).





Look for a path on your right leading to a back lot with a barrel on fire in the corner. Enter the door next to this barrel.



Head through the double doors of the kitchen into the dining area. Exit onto the street and turn left. The safehouse is across the street at the fence.

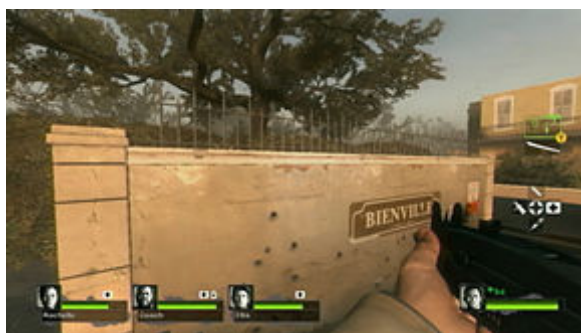


Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

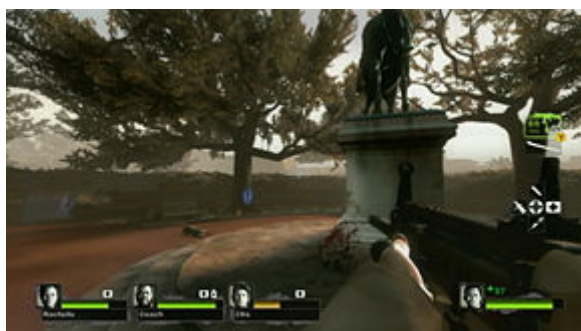
## The Parish Act 2: Park

### NAVIGATE THROUGH THE PARK

Heal up and take some shot at the infected through the safehouse door. Exit the safehouse and take out the zombies on the stairs.



Take the path at the top of the stairs to the small park behind the wall. Head through the shrubs and you'll come to a large green statue of a horse.



If you get turned around, navigate using the horse -- its posterior points the way out of the park. Head in that direction and you'll see the arch marking the exit of the park back onto the streets.



Look in the tent under the light generator for supplies, then head into the alley leading away from the tent.



You'll emerge under a destroyed section of highway. Turn left and follow the highway to the bottleneck with a CEDA trailer just past the scene of a massacre.





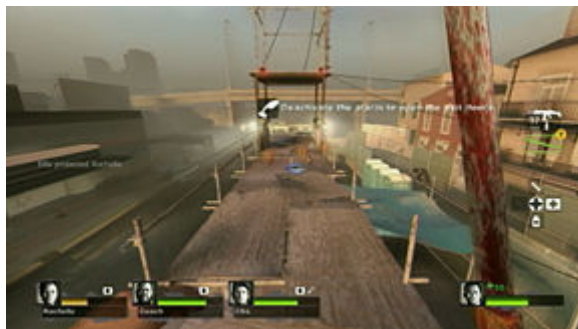
Enter the trailer and close the door behind you. You can fire through the walls of the trailer, so take out any special infected around you before leaving. When you open the opposite door and set foot in the lot, an alarm will sound. To turn it off, you'll need to navigate a maze of fences.

### SURVIVE THE CEDA CAMP CRESCENDO

The alarm switch is on a tower amidst the fences. They lead to it, eventually, but you need to double back a few times on the way. A Bile Bomb or Pipe Bomb can really come in hand here. Follow the orange arrows on the ground and you'll eventually come to a ladder.



Climb the two ladders to get to the top of the structure and then run to the alarm switch. Once its off, use this vantage point to clear out the remaining infected -- its likely a Tank will show up, so try to get as many hits in as possible as it climbs the structure.



Drop onto the toilets below and then look for the nearby door leading into the building.





On the other side of the building is a bus parking lot. Head straight out the door and turn right.



The safehouse door is at the end of the long passage along the fence.

Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### The Parish Act 3: Cemetery

#### GET TO THE BRIDGE

Exit the safehouse door and follow the highway overhead for a bit. Hang a right towards the large bonfire on the ground. Take the street past the fire to the right and look for a burning barrel.



This marks the bottom of a staircase leading up onto a balcony. From this balcony you can leap onto the top of a bus below.



Go to the dead end -- a fence blocks the road -- and turn left. Move past the Airstream trailer into the lot. From here you can bypass the aforementioned fence by heading through a shack back out into the street.



Go down the street past the trailer homes and look for a house on your right with a staircase leading up to a second story.



Head to the back of the house and you'll find a hole in the wall. Jump out onto the white trailer below. Hop off of this and move towards the street.



Turn left at the street and look for an unfinished two story house on your right. Take the stairs up into the attic for supplies and then hop down through the hole in the floor.

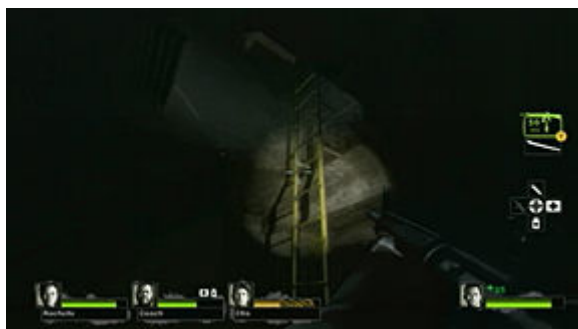




Go into the overgrown back yard and look for a hole in the wall of another house. Enter this house and turn left.



At the end of a long hallway, you'll find a hole in the wall leading out. Once outside, turn to the right and look for a large tree. Below this is an open manhole leading down.



The sewer isn't complicated. The narrow passage opens into a wide, black area with a ladder leading up right in the middle.

## THE IMPOUND LOT

When you arrive at the surface you'll find yourself in a maze of cars, most of them armed with alarms. If you get through this area without setting off any alarms, you'll get the Violence in Silence Achievement. Stash your guns and go with melee weapons for now.





Strangely, the best route through these cars is directly through the center. Look for the white car in the middle of the first row of cars without a light flashing in it. Hop on this, then hop on the smaller white car to the left of it.



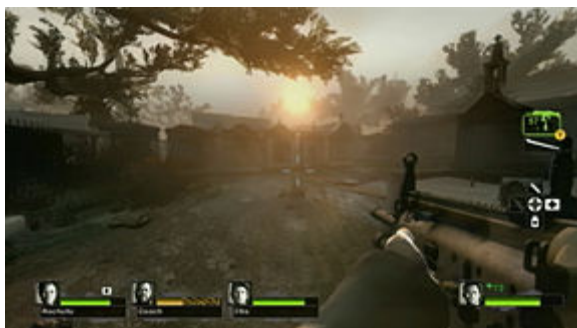
Drop down and you can merely run to the far end of the lot. On the other side is a yellow ladder leading up.

### NAVIGATE THROUGH THE CEMETERY

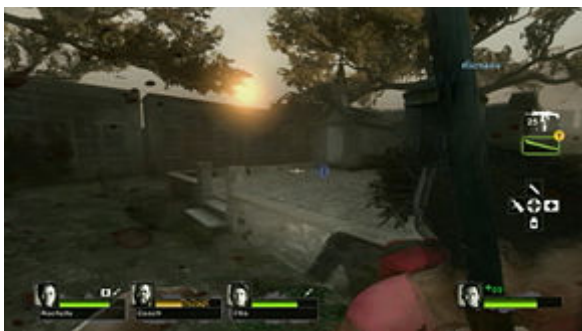
Climb the staircase to reach the top of the bridge only to find it rendered useless. Snipe the zombies through the hole made by the bombs and then hop down. A shack at the bottom should have weapons in it. Stock up and heal before entering the cemetery.



The cemetery has a nasty way of rearranging itself in different ways each time you play. We found it easiest to navigate by using the sun. The sun hangs over a distant corner of the cemetery which is near the exit.



Just keep moving among the rows of graves, continually heading towards the sunlight. Look for a large stone arch leading out of the cemetery -- a colorful row of buildings is just beyond it.



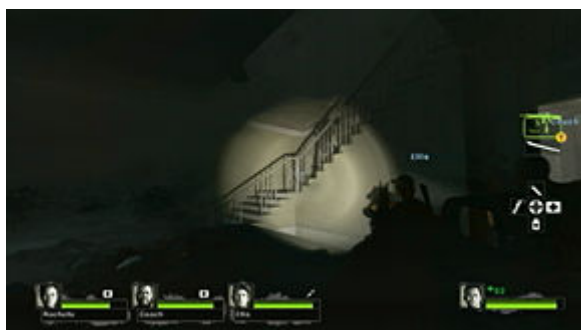
Head downhill and you'll find an open building at the bottom with the safehouse in it.



Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### The Parish Act 4: Quarter

Shoot the nearby zombies through the safehouse door and exit. Run towards the red house at the end of the alley.



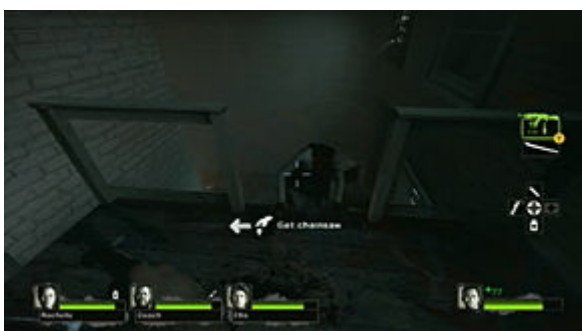
Head up the stairs and out onto the balcony. Take a moment to snipe the zombies below. Drop down and run towards the bus at the far end of the narrow street.



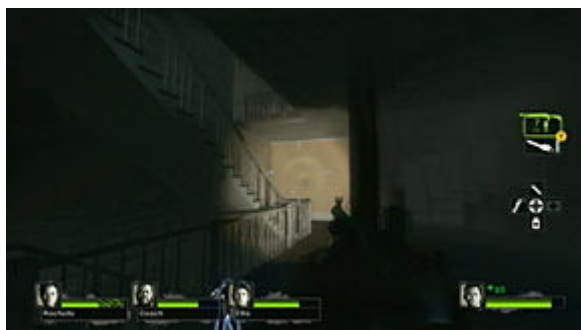
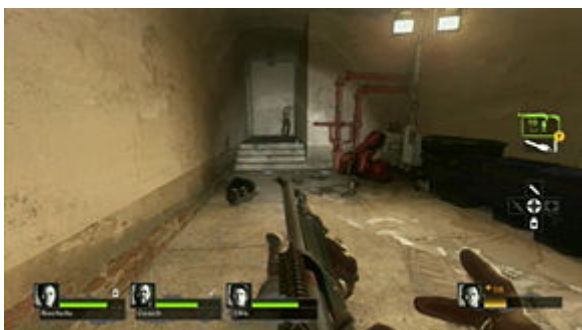
Enter the door on your left. This area is a bit confusing, but you should look for a large room with dining tables.



Take the stairs in this room to the second level, which is filled with billiard tables. At the rear of the hallway past the billiards is a ledge with some boxes you can jump onto below.



Jump down and go outside. Look for a green fence and follow it down the long, narrow alley. Enter the building on the right when you can.

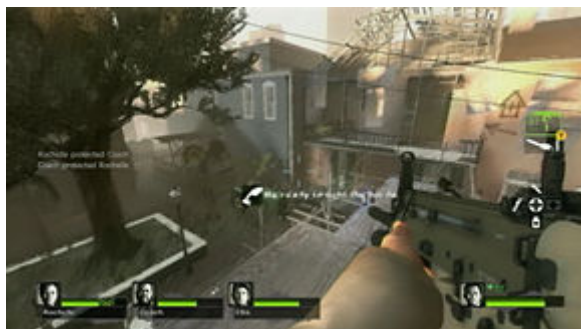


This building has several stories, and you can grab supplies in the open apartment on the second floor before continuing up.



## THE PARADE FLOAT CRESCENDO

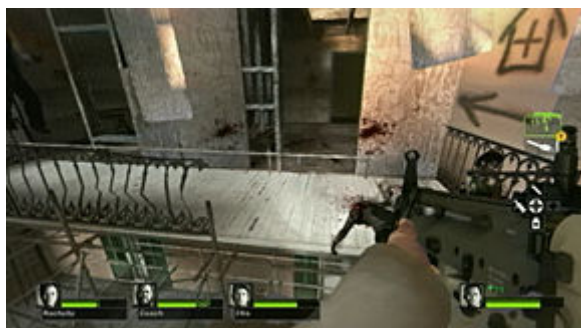
At the top you emerge onto a balcony overlooking a large parade float. To the right is a rooftop that is the perfect place to defend yourself against the horde. That's right -- the horde is about to be alerted to your presence thanks to that obnoxious float below.



The float will pull a platform into place allowing you to reach the building's scaffolding across the way. Run down and switch on the tractor attached to the float, then immediately retreat back to the rooftop above the float. You can use the stairs across the plaza from the float to reach the building.



Wait up here, killing zombies with whatever you've got. The float will slowly reposition itself while you fend off the horde.



With the float in place, and the scaffolding aligned with it, you may hop across the top of it from the roof straight into the next building.

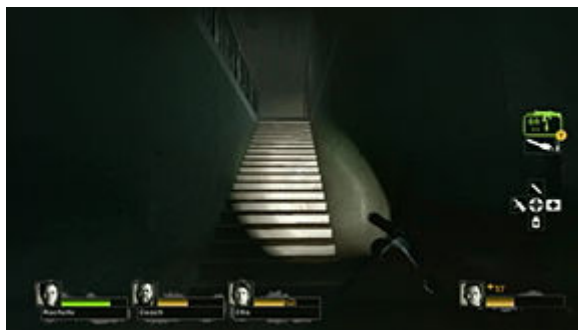
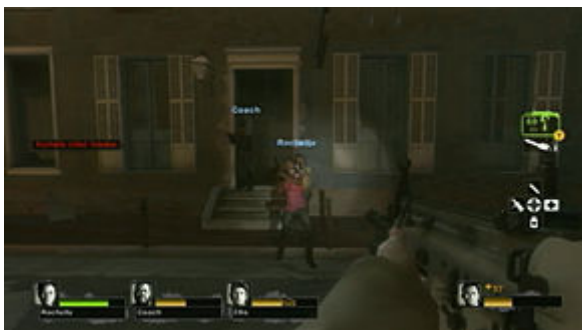


Take the stairs down and the door on your left out. The narrow passage leads into another building.

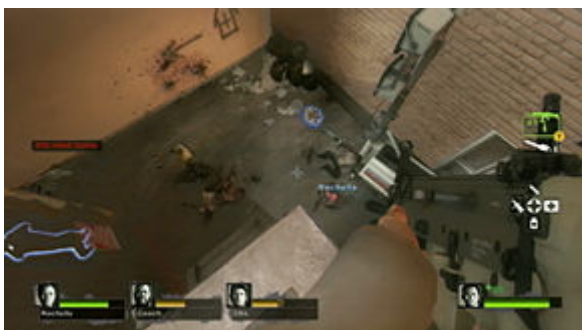
Take the door on the other side back into the streets. Go left until you reach the fenced-off dead end with the lone orange cone. Look for a door on the right side.



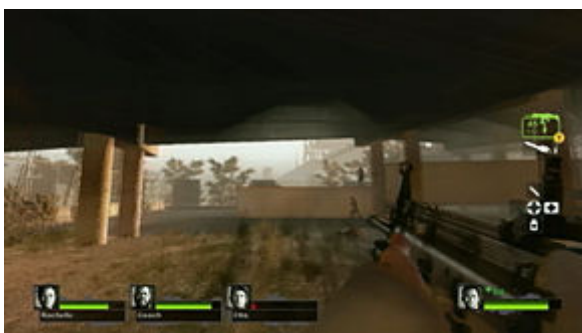
This dark building has a staircase in the rear leading to a second level. Take the stairs up and head straight for the window down the hall.



You'll emerge onto a low rooftop near a light generator. A spray painted marking on the wall points in the direction of the safehouse. Heed the sign and continue down the alleys.



Head straight down the alley towards the highway ramp in the distance.



Go under the bridge and around the overturned truck. The safehouse is in the base of the bridge just ahead.

Dead Center	Dark Carnival	Swamp Fever	Hard Rain	The Parish
Act 1	Act 2	Act 3	Act 4	Act 5

### The Parish Act 5: Bridge

There should be extra medkits available in the safehouse so be sure to heal up and grab an extra kit.

### THE BRIDGE FINALE

The so-called "bridge finale" is one of the toughest trials you'll face in Left 4 Dead 2. In addition to the swarms of infected, special infected, and a tank or two thrown in at the end, you'll also face a perilous trek across a battered bridge.

If you fall off the edge or into a hole, your teammates must help you up or you'll eventually fall and die. This area truly requires you to stick together to survive. That said, if you see a straggler getting pummeled by a Tank, don't be afraid to move on!

Grab an Adrenaline Shot in the safe room if you can, and get a melee weapon and an automatic rifle (or shotgun... but we prefer the rifles!). To initiate the escape sequence, you need to call for help using a radio on a dead body, then hit a button on the right side of the bridge.



When you start out, stick to the right side of the bridge shoving and shooting zombies. Climb the ladder on the tanker truck that you come to, also on the right side, and hop across the truck tops. Cross the gap in the bridge to the left using the truck tops.





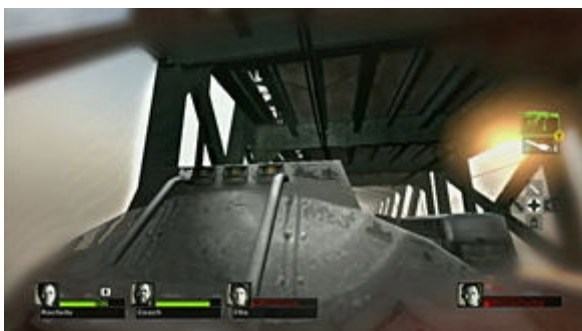
When you see the ramp leading up to the upper level, take it and grab the Adrenaline Shot on the left at the top if you need it.



Drop down on to the trucks on the right side. A Tank will soon appear ahead. You can use the adrenaline to race past the Tank -- ditching your team at this point is your choice, and a good idea if you are playing with computer-controlled teammates.



Your goal is a ladder on another tanker on the left side. Climbing this will allow you access the broken portion of the bridge above. This is the final stretch.



Toss a Pipe or Bile Bomb far ahead, if you have one, to attract a large group of zombies heading your way at the end of the bridge. Exit the bridge to the right and weave through the series of gates to get to the helicopter on the water.



You may have lost your team by this point -- although they may not be dead. Thus, you may need to defend yourself until the helicopter somewhat arbitrarily decides to leave. When the helicopter takes off, the episode ends.

