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Coming DLC
Wikipedia

[Left 4 Dead DLC Announcement Imminent](#)

Says Valve developer

When Left 4 Dead, the zombie themed shooter from Valve, came out in late 2008, some players were quick to complain about the fact that the four campaigns shipped with the game could be completed in around four or five hours by a player using the Normal difficulty level. Observers quickly pointed out that, given the precedent of Team Fortress 2, the developers of the game would probably quickly move to create and offer downloadable content for the title.

Now, Chet Faliszek from Valve has all but confirmed that DLC is coming for both the Xbox 360 and the PC version of [Left 4 Dead](#). In a video podcast on Kotaku, the developer stated that "We have the DLC coming, we're going to do the 360 at the same time as the PC." It seems that the additions to the game will initially consist of new campaigns in which you have to lead the four survivors to safety, as Faliszek has declared that Valve is focusing on "more content you can play."

Apparently, Christmas and the fact that even game developers take holidays are to blame for the lack of an official announcement. Now with 2008 behind us and with 2009 in full swing, we can expect to be hearing from Valve soon. Meanwhile, PC players can rejoice knowing that the Software Development Kit for Left 4 Dead will be out in a short time, allowing modders to create new content for the game. Unfortunately, Xbox 360 players will not be able to get access to any mod created for the PC version of Left 4 Dead.

The game impressed reviewers with the Artificial Intelligence powering the zombie enemies. The Director, as [Valve](#) calls the AI, is capable of creating new situations for each play by mixing assaults of the regular zombies with the special enemies.