

WALKING DEAD MAPS

Map GPS Co-ordinates Season 3

Location Description	Map GPS Co-ordinates
Abandoned house from Season 3 premiere	33.330645, -84.623421
The Prison	33.288494, -84.524775
Case General Store	33.226285, -84.569653
Sportsman's Deer Cooler	33.227246, -84.571542
Helicopter crash site	33.302623, -84.535380
Woodbury	33.300440, -84.554193
Governor's House	33.300298, -84.553906
The Governor meets the military	33.237072, -84.562706
Merle and Milton capture some zombies	33.333576, -84.624231
Daryl and Maggie make a run (day care)	33.395485, -84.731718
The Arena	33.372519, -84.798041
Glenn and Maggie go shopping	33.110505, -84.593289
Cabin by the lake	33.300807, -84.534098
Daryl and Merle rescue survivors	33.228062, -84.439459
Rick Michonne and Carl pass a hitchhiker	33.227362, -84.901335
Rick Michonne and Carl get stuck offroad	33.230557, -84.918501
Rick Michonne and Carl go on a run	33.234349, -84.834698
Rick Michonne and Carl find Morgan	33.234515, -84.835407
Baby Store	33.235080, -84.836361
Michonne and Carl go looking for a photo	33.234640, -84.834940
Morgan disposes of walkers	33.233721, -84.834795
Rick meets with The Governor	33.226082, -84.569478
Andrea hides from The Governor	33.238302, -84.830911
Merle and Michonne walk to Woodbury 1	33.341612, -84.830439
Merle and Michonne walk to Woodbury 2	33.340556, -84.836938
Merle hotwires a car	33.335297, -84.783747
Merle has a drink	33.291907, -84.541748
The Governor has a meltdown	33.225926, -84.522414

*Note: First set of numbers = N, Second set of numbers = W
(Originally compiled for walkingdeadlocations.com)*