

3. Playing your Scenarios

Before you can play your scenarios, you need to have the right version of Wolfenstein 3D. There are four Macintosh versions of Wolfenstein 3D in existence:

- 1) First Encounter. This is the shareware demo version. It contains three levels, built into the application.
- 2) Second Encounter. This is the version you get sent when you register the First Encounter. It contains 30 levels, built into the application.
- 3) Third Encounter. This version comes with half a dozen scenarios, of about 10 levels each, in files separate from the application.
- 4) Commercial. This is a combination of the 2nd and 3rd encounters, sold commercially.

To play scenarios created with WolfEdit 2, you will need either the Third Encounter or Commercial version of Wolfenstein 3D, since they are the only ones capable of opening an external scenario file.

Playing a Scenario

If you haven't done so already, save your scenario file as type Wolfenstein. Then place it in Wolfenstein's Levels folder. When you launch Wolfenstein, your scenario should show up in the list.

To edit a scenario saved as type Wolfenstein, drag it onto WolfEdit in the Finder, or use WolfEdit's Open command.

Distributing your Scenarios

If you're making your scenario available other people, I recommend that you distribute it in Wolfenstein format, rather than WolfEdit format, because Wolfenstein will only recognise files saved in this format.