The Two Realities of the Edanna Tusk

In the first release of Myst III, step outside after solving the lock and the linking book disappears. Walk a little farther, and it comes back.

Guillaume Lethuillier
glthr.com

November 22, 2026

Collection: Myst III: Exile (2001) — Left in the Game's Code (alongside The Exile Graph)
Next: The Exile Graph, 1: The 2001 Game as a Graph (glthr.com/exile-graph-1)
Interactive browser: glthr.com/exile-graph
All 5 Myst games: glthr.com/myst-graphs (Myst, Riven, Exile, Revelation, End of Ages)

Abstract

In the original Macintosh release of *Myst III: Exile* (2001), you can solve the Edanna tusk on J'nanin and walk straight back into the room as it was before you solved it. The game remembers that you opened the lock. Which room you see depends on how far you walked before turning around.

On J'nanin, in **Myst III: Exile**, there is a brass cage with a book inside. Opening the cage takes some work. Once it opens, the obvious thing to do is touch the book and travel to Edanna. What happens if you leave by the door instead?

I had a reason to try the door. When I drew the graph of Exile, I noticed that the arrow leading out of the tusk ended at a different doorway from the one I had come through. I tried the same walk in the game.

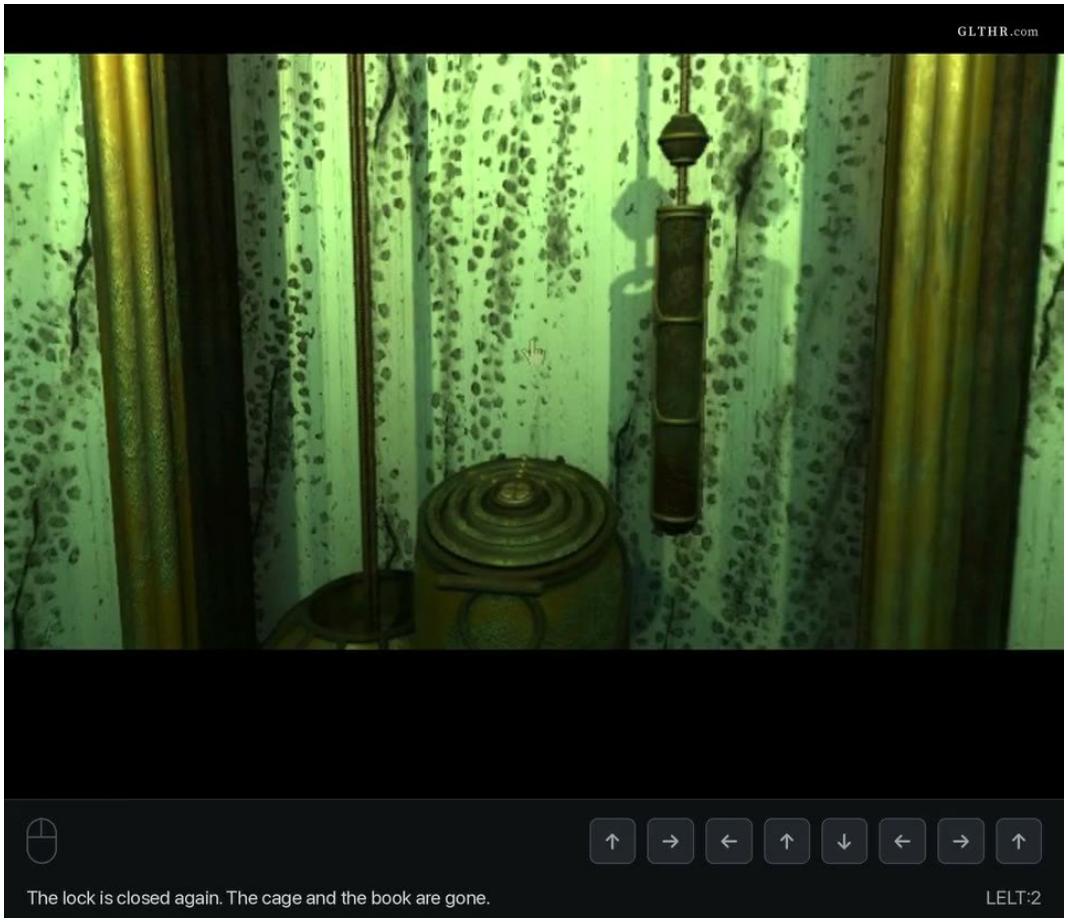
I compared the four-CD Macintosh release (May 2001) with version 1.27 (February 2002).

Out and Back In, Step by Step

1. Start a new game in the first release, version 1.0.
2. On J'nanin, solve the Observatory elevator and its power switch, unlock the acoustic emitter, aim the horn at the Edanna tusk, and enter the tusk.
3. Align the four brass weight rings until the counterweight drops. The lit brass cage opens around the Edanna linking book (LELT:102).
4. **Do not link to Edanna. Turn around and walk out of the doorway.**
5. Outside, turn straight around and click back into the tusk. The lit cage and the linking book are gone. The four-ring pedestal is closed and the counterweight hangs above it, as they were before you solved the puzzle (LELT:2).
6. Walk out to the island path and come back in. The open cage and the linking book are there again.

I reproduced this on the *original* Macintosh release. ScummVM uses the corrected exit from version 1.27, **even with the original discs.**

Cite as: Guillaume Lethuillier, "The Two Realities of the Edanna Tusk", glthr.com, November 22, 2026. https://glthr.com/exile-parallel-tusk
Interactive figures, animations and videos of the web page are shown here as still images or addresses.



Video: https://media.glthr.com/exile-parallel-tusk/edanna-tusk-take2.mp4



The same doorway and the same camera angle, in the same game, with the lock solved in both pictures. Left: the unlocked room. Right: after stepping outside and straight back in.

Why It Happens

Exile shows J'nanin as a series of panoramas. When the counterweight drops, the game needs a new view of the chamber. The discs hold two copies of the whole approach, right down to the doorway outside.

- **Locked:** a doorway seen from outside, an entry, and the chamber with its closed four-ring pedestal and its raised counterweight.
- **Unlocked:** a doorway seen from outside, an entry, and the lit brass cage, with the counterweight lowered and the Edanna linking book open.

Coming from the island path, the game checks whether you have solved the lock and takes you to the corresponding doorway. Leaving the tusk is simpler. Each exit leads straight to a numbered view. In the first release, the exit from the open room leads to doorway 184. It should lead to 284.

Doorway 184 belongs to the locked room. When you turn around there, the next click takes you back to the closed pedestal. You are standing in a picture of the room's past, while the game's memory still says that the lock is solved.

Both exits use exactly the same line of script. Copying the line from the locked room and overlooking the first digit would explain how the mistake arose.

Walking as far as the island path brings you back to the one place that checks the lock. Approach the tusk again and the book is waiting where you left it.

Which Versions

I reproduced the wrong turn on the original Macintosh discs. The Windows program on the first-release discs also uses 184. By version 1.27, released in February 2002, the destination was 284. I did not compare the intervening releases, so the correction may be earlier.

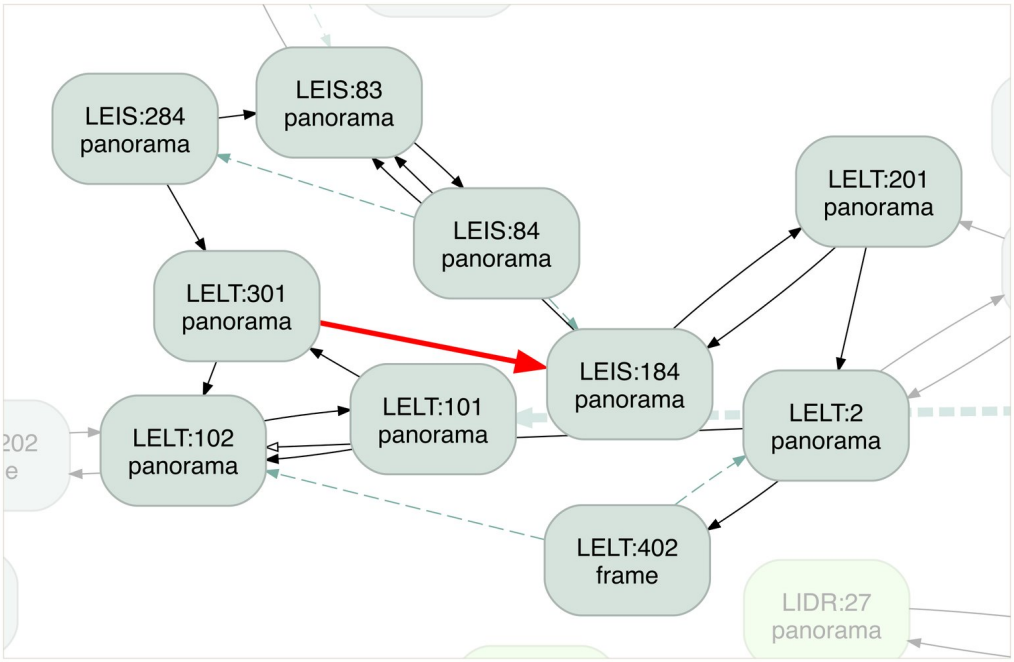
I found 85 changed script blocks across 11 rooms between the two releases. Most add subtitles to inscriptions, adjust a sound or repair a menu. **Only the Edanna tusk exit changes where a step takes you.** The surviving notes for update 1.2 mention "gameplay improvements" without naming the tusk.[1]

What the Graph Shows

The Exile Graph is drawn from the first release, so the mistake is in it. The open doorway, LEIS:284, leads into the tusk at LELT:301. The way out of LELT:301 does not lead back to it: its arrow goes to LEIS:184, the doorway of the locked copy.

Node labels such as LELT:102 open that place in the Exile Graph.

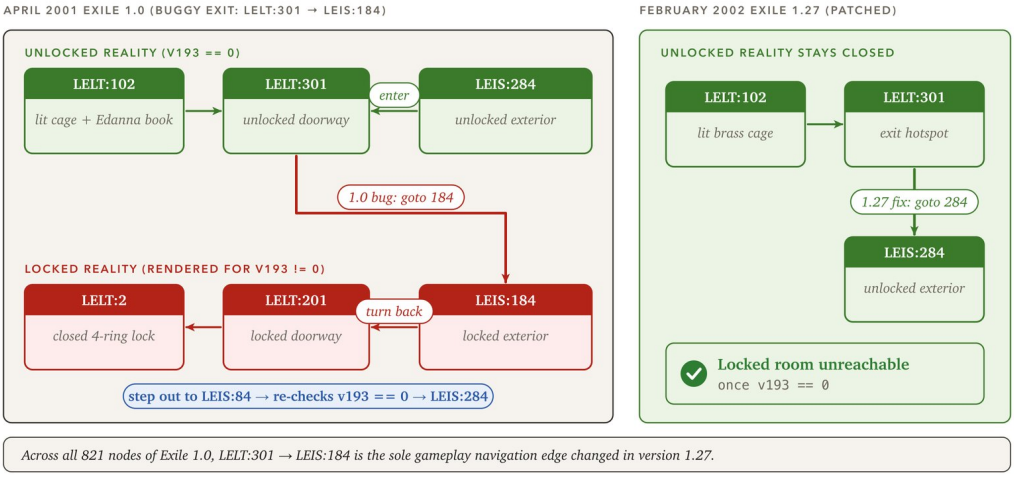
[1] The note of update 1.2 (2001), as kept on a cover disc of PC World Australia, names a fix for graphics chipsets in software mode, and "some other minor fixes, including recognition of CD ROM drives with letters higher than H, minor graphical adjustment and gameplay improvements."



The tusk in the Exile Graph. The way in runs from LEIS:284 to LELT:301. The way out, in red, runs from LELT:301 to LEIS:184.

Technical Details

The diagram and the boxes below give the node numbers, the variable and the lines of script behind each step.



In version 1.0, the way out of `LELT:301` leads to `LEIS:184` where `LEIS:284` belongs. The player stays in the locked copy until `LEIS:84` tests `v193` again.

The one line that changed between the two versions

Between version `1.0` and version `1.27` (February 8, 2002), 85 script blocks differ, in 11 rooms: `ENDD`, `JRNL`, `LEIS`, `LELT`, `LEOS`, `LISP`, `LISW`, `MATO`, `MENU`, `NACH` and `TOHO`. In `LELT`, the room of the tusk, one line differs. It is the way out of LELT:301:

```
LELT 301, hotspot 0 (zone pitch -12, heading 174)
  1.0     goToRoomNode(501, 184)
  1.27    goToRoomNode(501, 284)
```

Room `501` is `LEIS`, the island, and room `504` is `LELT`.

The two copies of the tusk in the scripts

The variable `v193` holds the state of the lock. It is `1` in a new game, and `0` once the four rings are aligned at LELT:402.

- **Locked (`v193 != 0`):** doorway LEIS:184, entry LELT:201, chamber LELT:2.
- **Unlocked (`v193 == 0`):** doorway LEIS:284, entry LELT:301, cage LELT:102.

The door on the island path, at LEIS:84, is the only place that tests the variable:

```
LEIS 10084
  init 0 when v193 != 0
    moviePlayChangeNodeTrans(184, 10084)
  init 1 when v193 == 0
    moviePlayChangeNodeTrans(284, 11084)
```

The two doorways test nothing. `LEIS:184` leads in with `goToRoomNode(504, 201)`, and `LEIS:284` with `goToRoomNode(504, 301)`. In version `1.0`, both entries lead out with the same line, `goToRoomNode(501, 184)`: the way out of `LELT:301` is the way out of `LELT:201`.

The six steps, node by node

1. A new game in version `1.0`.
2. After the Observatory elevator and its power switch, the acoustic emitter is unlocked at LEIS:64, the horn is aimed at the Edanna tusk at LEIS:85, and the tusk is entered through LEIS:84, then LELT:2.
3. The four rings are aligned at LELT:402. The counterweight drops, `v193` becomes `0`, and the cage opens at LELT:102.
4. The way out is LELT:102, LELT:101, LELT:301.
5. It ends on LEIS:184. Turning around and clicking back in leads to LELT:201, then LELT:2.
6. The walk to the island path is LEIS:83, then LEIS:84. Its door tests `v193`, finds `0`, and leads through LEIS:284 and LELT:301 to the cage at LELT:102.

No dead end

From `LELT:2`, the player can always turn around, walk out to `LEIS:83` and come back in through `LEIS:84`. My audit of the first release finds no unintended dead end among its 821 nodes, this one included.

Series and Companion Articles

Myst III: Exile (2001): The Exile Graph & Left in the Game's Code

Group	Article	Address
Graph	The Exile Graph, 1: The 2001 Game as a Graph	glthr.com/exile-graph-1
Graph	The Exile Graph, 2: The Places Nothing Leads To	glthr.com/exile-graph-2
Finding	Linking Without a Book: Myst III: Exile (2001)	glthr.com/exile-linking-without-a-book
Finding	The Valve That Refuses to Turn	glthr.com/exile-fourth-valve
Finding	**The Two Realities of the Edanna Tusk** (this article)	glthr.com/exile-parallel-tusk

The 5 Myst Studies on glthr.com (glthr.com/myst-graphs)

Game	Graph Study & Browser	Findings
Myst (1993)	The Myst Graph (3) · Browser	The Library Ceiling Shortcut, Behind the Ages, Trapped in Myst
Riven (1997)	The Riven Graph (2) · Browser	The Riven Diffs, The Contradictions of the Fifth Age, Catherine Is Still in Her Cell, The Sixth Knock, What Changed Between Riven's CDs and DVD
Myst III: Exile (2001)	The Exile Graph (2) · Browser	Linking Without a Book, The Valve That Refuses to Turn, The Two Realities of the Edanna Tusk
Myst IV: Revelation (2004)	The Revelation Graph (2) · Browser	The Vision the Amulet Never Showed, 53,921 Files: Watching Ubisoft Montreal Build Myst IV
Myst V: End of Ages (2005)	The End of Ages Graph (2) · Browser	Commands Beyond the Slate, Inside Myst V's 2005 Neural Network, Ghosts of Uru

How to cite this article

> Guillaume Lethuillier, “The Two Realities of the Edanna Tusk”, glthr.com, November 22, 2026.
> https://glthr.com/exile-parallel-tusk

For BibTeX:

```
@misc{lethuillier2026two,
  author = {Lethuillier, Guillaume},
  title  = {The Two Realities of the Edanna Tusk},
  year   = {2026},
  month  = nov,
  url    = {https://glthr.com/exile-parallel-tusk},
  note   = {glthr.com}
}
```

Your questions and leads are welcome: myst@glthr.com

This document was typeset with LaTeX from the article published at https://glthr.com/exile-parallel-tusk, which remains the reference version.