What Changed Between Riven's CDs and DVD

Seventeen added Temple Island views, two deleted orphans, and eighty-nine edited cards between the 1997 five-CD release and the DVD edition

Guillaume Lethuillier
glthr.com

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Abstract

Comparing every card of the original 1997 five-CD release of *Riven* (`2,307` cards) against the DVD edition (`2,322` cards) by matching stable `RMAP` identifiers yields a complete inventory of what Cyan changed between the two masters.

- **17 added cards**, all on Temple Island, each reached through a new upward hotspot band that lets players look up where the CD edition has none.
- **2 deleted cards**, both unreachable Jungle Island orphans from the 1997 discs, explaining the exact `-1` and `-2` card-number shifts on Jungle Island.
- **89 edited shared cards**, spanning three Zip Mode adjustments, eight completed navigation links, a submarine-dock variable fix, a new `Start Saved Game` button on the title screen, and a sweep of leftover template hotspots.

Players who moved from the original five-CD release of **Riven** (1997) to the DVD-ROM edition knew two things: the DVD carried higher-bitrate video plus a handful of extra views, and save files could not cross between the two editions (ScummVM still refuses a CD save on DVD data with `incompatible game version - CD vs DVD`). Yet the exact card-level differences were never cataloged in one place,[1] and even in The Riven Diffs I could only note that card numbers shifted on Temple and Jungle Islands because cards had been added or removed.

Because every card in *Riven*'s Mohawk archives carries a persistent `RMAP` identifier that survives renumbering, matching the eight archives card by card makes the entire diff transparent.

Versions compared: the original English five-CD release of Riven 1.0 (data saved September 10–16, 1997; live checks on unmodified 1997 Macintosh 1.0) against the June 1998 DVD data master as reissued on the 2003 Ubisoft 10th Anniversary DVD (version 1.2). Card labels such as Temple:122 use 1.0 CD numbering and open that card in the Riven Graph.

The Timeline of Riven's Data Files

Inspecting the HFS timestamps, PE linker headers, and archive dates across the 1997 CDs, the November 1997 Windows `1.02` patch, and the 2003 DVD reissue shows that almost all of the DVD's world-data edits were authored in June 1998, less than a year after launch:

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Interactive figures, animations and videos of the web page are shown here as still images or addresses.

[1] Contemporary fan sites did note individual surface fixes on the DVD—such as the Survey Island maglev door closing on departure (*Nitpicking Guide to Riven*, *Riven Illuminated*) and the village lagoon submarine no longer disappearing after the villagers flee (*Riven Illuminated*)—without a card-by-card comparison.

Date	Milestone	Evidence
September 10–16, 1997	**Riven 1.0 (five CDs)**	Base Mohawk archives saved (`g_data`, `o_data`, `r_data` on Sept 10; most on Sept 15; `b_data`, `p_data` on Sept 16); README dated September 15, 1997; Mac installer saved September 16.
November 12–17, 1997	**Windows 1.02 patch**	Two overlay archives (`B_DATA1`, `J_DATA3`) patch scripts on three cards (`Boiler:284`, `Jungle:255`, `Jungle:538`) and water effects; all 26 base archives remain identical to 1.0.
June 3–17, 1998	**DVD data master**	Fifteen of the eighteen Mohawk archives change size; Temple Island's data split across two archives (`t_data2.mhk` saved June 17). These 1998 archives carry straight onto the 2003 DVD.
July–September 2003	**10th Anniversary DVD (1.2)**	New Mac executable (`Riven DVD 1.2`, July 18), readmes (July 21), Windows `Riven.exe` 1.2 (August 5), and a re-saved `t_data1.mhk` (September 30, the only 2003 data archive).

Matching 2,307 CD Cards to 2,322 DVD Cards

Each card's hotspots and scripts can be canonicalized by replacing local card numbers with target `RMAP` codes and resolving variable, command, and hotspot names. Across all eight stacks (`aspit`, `bspit`, `gspit`, `jspit`, `ospit`, `pspit`, `rspit`, and `tspit`), the comparison breaks down cleanly:

Category	Count	Details
Total cards on 1997 CD 1.0	2,307	Baseline of The Riven Graph.
Total cards on DVD edition	2,322	Net change of `+15` cards.
Shared cards (`RMAP` in both)	2,305	`2,216` have identical hotspots and scripts; `89` differ.
Added on DVD only	17	All on Temple Island, each reached by a new `up` hotspot band.
Removed on DVD (CD only)	2	Both unreachable Jungle Island orphans (Jungle:249, Jungle:648).
Directed references added on DVD	77	`8` new edges between shared cards, `17` `up` entries, and `52` exits from the `17` new cards.
Directed references removed on DVD	2	The two exits of deleted Jungle:648 (`→ 644`, `→ 646`).

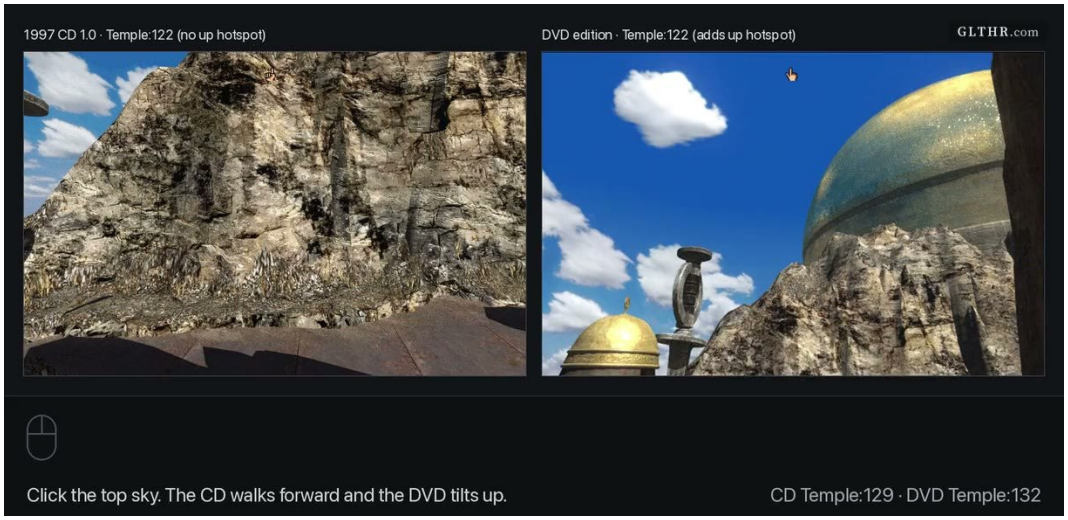
This also explains the card-number shifts documented in The Riven Diffs. Six of the eight stacks keep identical card numbers across both editions. On Jungle Island, deleting Jungle:249 shifts DVD card numbers down by `1` starting at CD `250`, and deleting Jungle:648 shifts them down by `2` starting at CD `649`. On Temple Island, inserting `17` new cards pushes DVD numbers upward by `1` to `17` depending on position.

Scope of the diff: this comparison covers every card's `RMAP` identity, hotspots, and bytecode scripts. Picture, movie, sound, and hotspot-toggle lists (`PLST`, `MLST`, `SLST`, `BLST`) and shared bitmaps were not exhaustively diffed here, though sample comparisons in The Riven Diffs found shared renders byte-for-byte identical, and both the `Menu:1` title bitmap and all 17 added Temple Island renders were extracted directly from the DVD archives below.

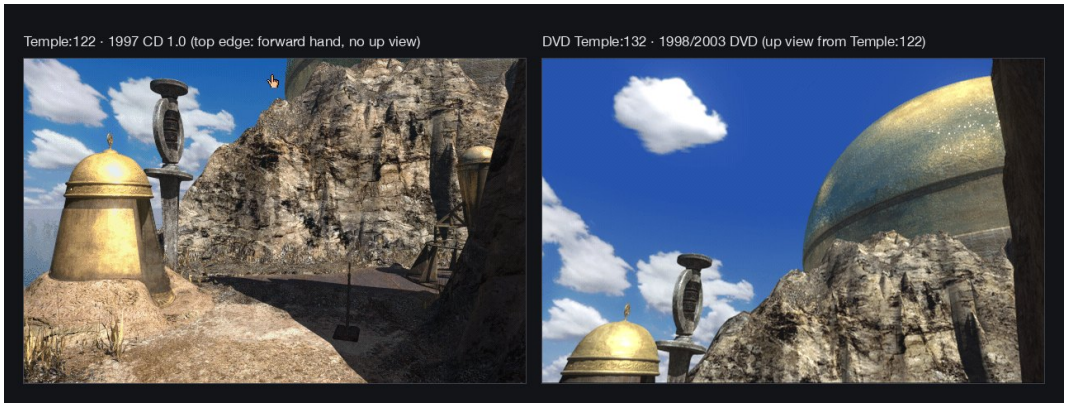
Seventeen New Look-Up Views on Temple Island

Every single card added on the DVD sits on Temple Island, and all seventeen follow the exact same pattern: an existing card gains a new horizontal `up` hotspot band across the top of the viewport, tilting the camera skyward to a new card with a `down` exit back to the ground and left/right turns to neighboring views. None of those seventeen cards has an `up` hotspot on the 1997 CDs.

You can test the first of them three steps from the opening cage: walk from Temple:155 → Temple:133 → Temple:127 → Temple:122 (card `122` in both editions) and move the pointer to the top strip of the sky (`y < 51`). On unmodified 1997 Macintosh 1.0, the cursor stays a plain forward hand and clicking walks ahead to Temple:129. On the DVD, the cursor turns into an upward hand and clicking opens `DVD Temple:132`, revealing the full Golden Dome rising above the rocky ridge.



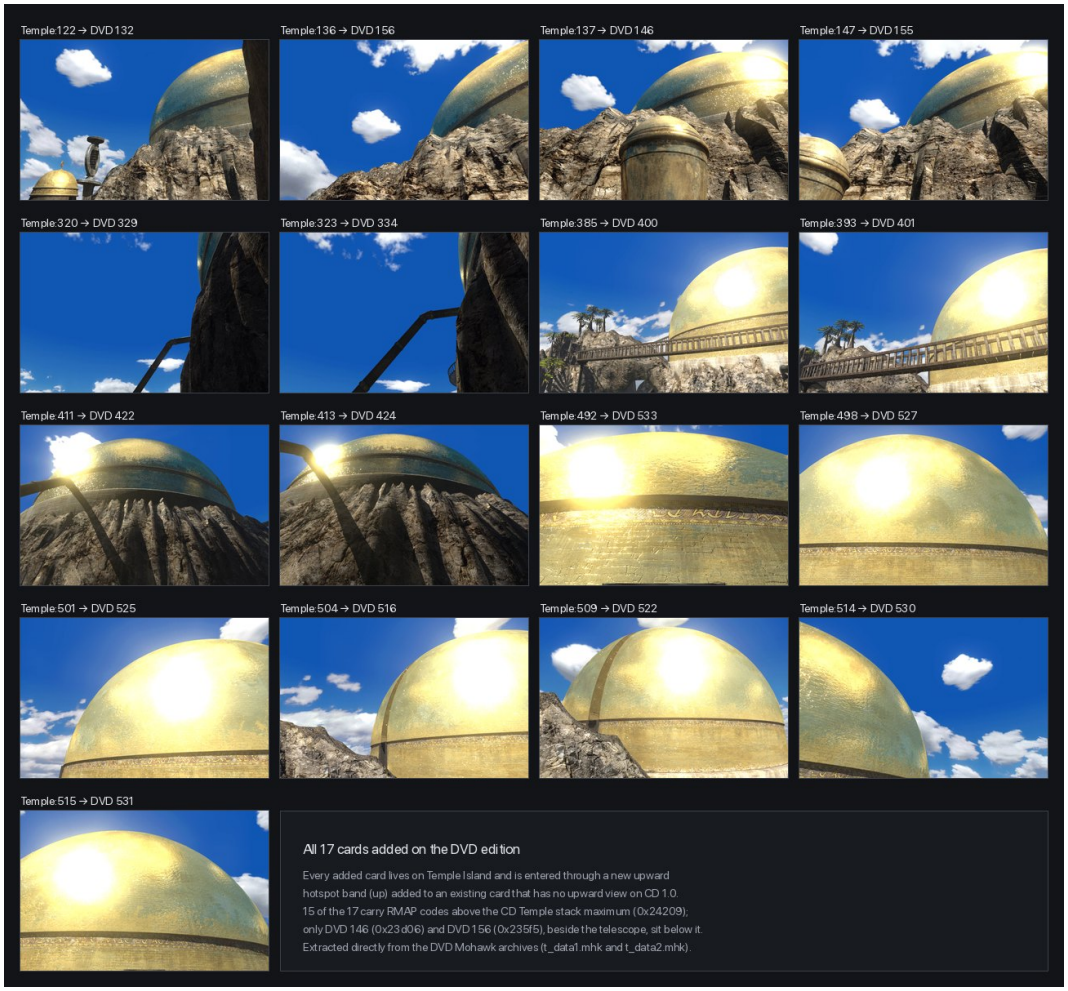
Video: https://media.glthr.com/riven-cd-vs-dvd/riven-cd-vs-dvd-temple122.mp4



Left: live 1997 Macintosh 1.0 CD at Temple:122, where the top edge carries no `up` hotspot (clicking walks forward to Temple:129). Right: DVD `Temple:132`, the new upward view reached from that band.

Extracting the primary `tBMP` bitmap of every one of the seventeen DVD-only cards from `t_data1.mhk` and `t_data2.mhk` confirms that all seventeen are genuine new upward views tracing the Golden Dome and Temple Island's skyline—from the

telescope platform, under the steam pipes, across the wooden bridge, and around the base of the dome itself. Fifteen of the seventeen carry `RMAP` identifiers above the highest `RMAP` in the CD's Temple stack (`0x24209`, spanning `0x243b5` through `0x25304`), consistent with cards authored specifically for the later master rather than cut before 1.0; only two (`0x235f5` and `0x23d06`, beside the telescope) fall below `0x24209`.



All seventeen DVD-only cards extracted directly from the DVD archives (`t_data1.mhk` and `t_data2.mhk`), paired with the CD Temple Island card that gained the new `up` band.

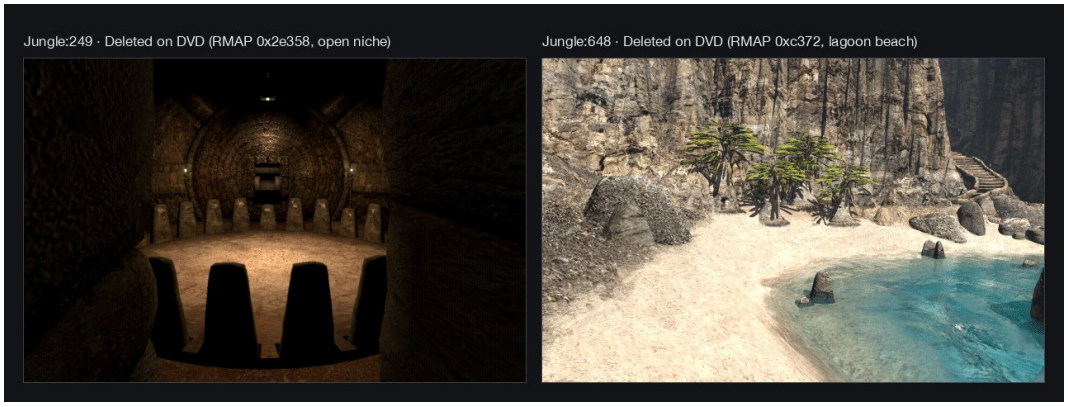
CD parent card	DVD parent	Added DVD card	Added `RMAP`	Parent scene name (CD)
Temple:122	122	132	`0x25304`	`tislandexterior.550`
Temple:136	137	156	`0x235f5`	`tislandexterior.275`
Temple:137	138	146	`0x23d06`	`ttelescope1clsdup.300`
Temple:147	149	155	`0x243b5`	`ttlscp5poshiopn.475`
Temple:320	324	329	`0x244cb`	`tisext_hndldn.2600`
Temple:323	327	334	`0x2460c`	`tislandexterior.2700`
Temple:385	391	400	`0x25106`	`tislandexteriorbu.5050`
Temple:393	399	401	`0x252d4`	`tislandexteriorbu.4950`
Temple:411	420	422	`0x248d2`	`tislandexterior.2950`

CD parent card	DVD parent	Added DVD card	Added `RMAP`	Parent scene name (CD)
Temple:413	421	424	`0x24795`	`tislandexterior.2850`
Temple:492	502	533	`0x249f1`	`tislandexterior.3950`
Temple:498	508	527	`0x24ff0`	`tislandexteriored.4125`
Temple:501	511	525	`0x24e12`	`tislandexteriorbu.4225`
Temple:504	514	516	`0x24de8`	`tislandexteriorbu.4325`
Temple:509	520	522	`0x24cb0`	`tislandexteriorbu.4425`
Temple:514	528	530	`0x250f6`	`tislandexteriored.4050`
Temple:515	529	531	`0x24b8f`	`tislandexteriored.3990`

Two Deleted Orphans on Jungle Island

Only two cards from the 1997 five-CD release have no `RMAP` counterpart on the DVD, and both were already flagged as unreachable development remnants in The Riven Graph, 2:

- **Jungle:249** (`RMAP 0x2e358`): an isolated card holding the stone circle with the Tay book niche open—an early single-state card superseded once Jungle:213 held both closed and open states. Its three hotspots (`left`, `forward`, `right`) had empty scripts.
- **Jungle:648** (`RMAP 0xc372`): an unreachable lagoon beach view with two working turns (`left` → Jungle:646, `right` → Jungle:644) and two empty forward hotspots. Removing it also removes the only two directed edges present on the CD and absent from the DVD.

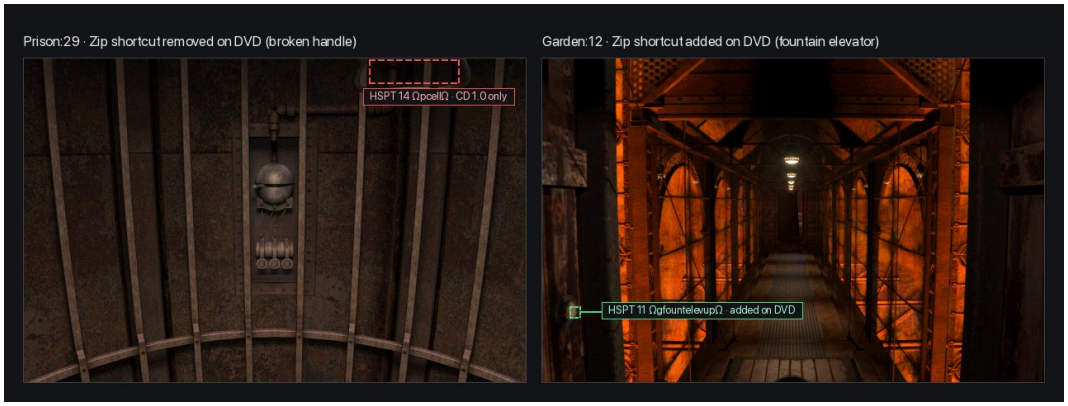


The only two cards removed between the 1997 five-CD release and the DVD: Jungle:249 (left) and Jungle:648 (right).

Cyan's decision to delete these exact two cards on the DVD confirms that both were genuine leftovers rather than hidden destinations.

Three Zip Mode Edits

Three shared cards change their Zip Mode hotspots (`flags=1`, cursor `1002`) between CD and DVD—one shortcut removed and two added:

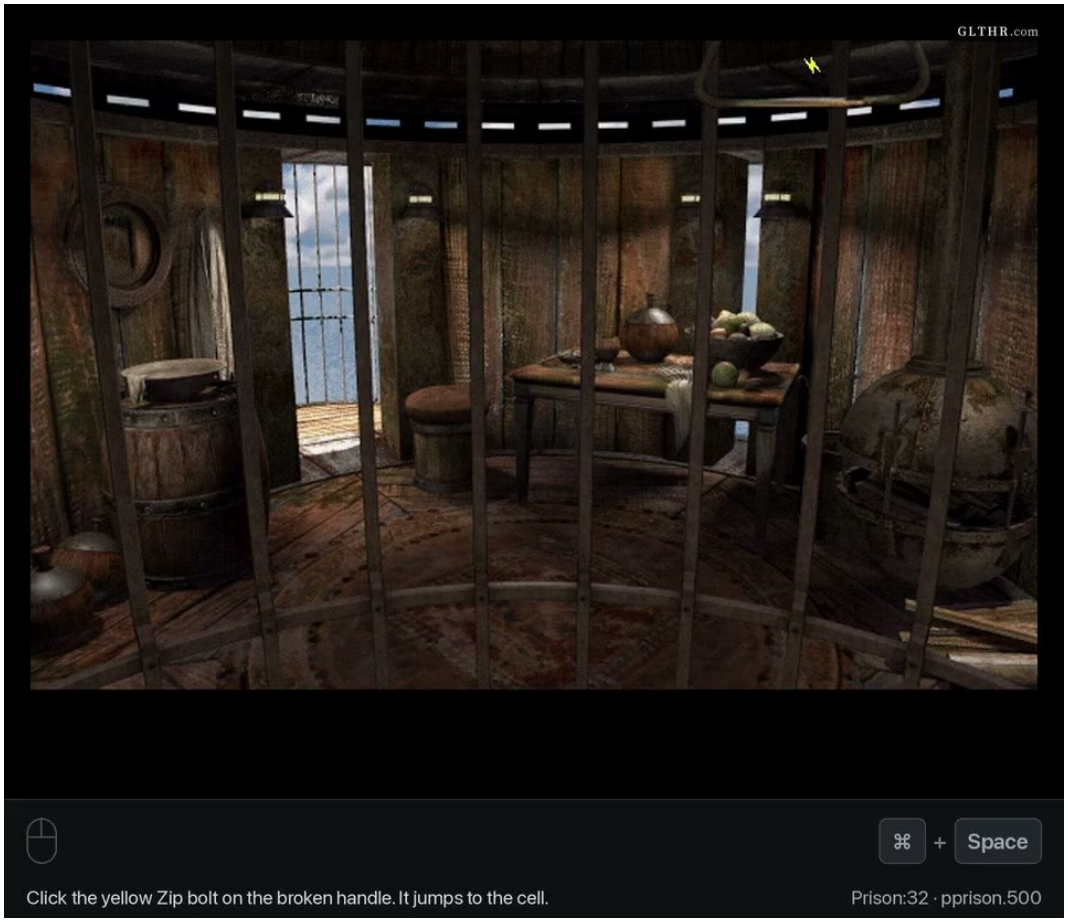


The two ends of Riven's Zip Mode revision: `HSPT 14` on Prison:29 (left) was deleted on the DVD, while `HSPT 11` on Garden:12 (right, paired with Garden:13 upstairs) was added.

1. Removed on Prison:29

On the 1997 CDs, `HSPT 14` (`ΩpcellΩ`, `[418, 0, 526, 29]`) stayed permanently active on top of the broken elevator handle after Catherine's rescue, letting Zip Mode teleport you straight back into Prison:32 to watch Catherine walk past the bars again—an oddity previously documented by players in 1998–1999.[2] On the DVD, `HSPT 14` is deleted completely, sealing the shaft once the handle breaks. For the complete end-to-end playthrough, script analysis, and Catherine's post-rescue idle timer inside her cell, see Catherine Is Still in Her Cell.

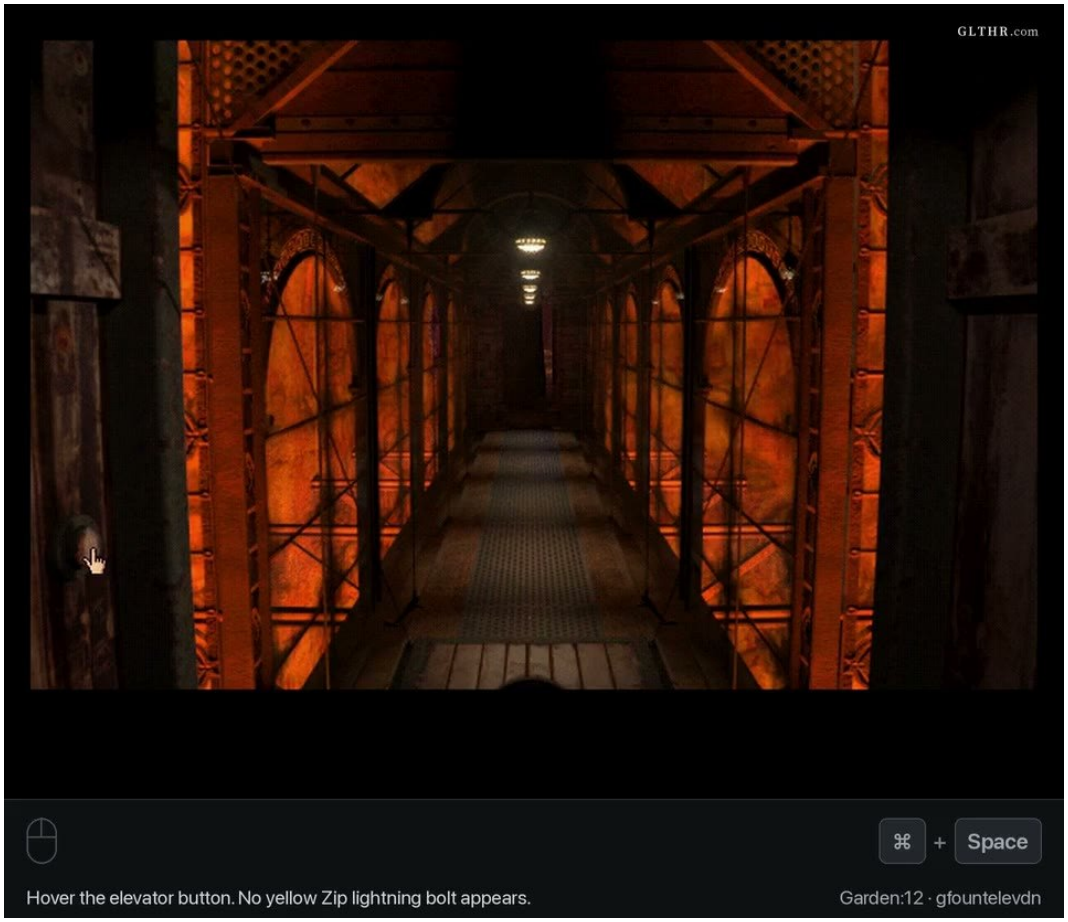
[2] Documented on two archived late-1990s GeoCities sites: *Nitpicking Guide to Riven* (1998–1999) and *Riven Illuminated* (October 1999; mirrored at Myst Archive). Neither site noted that Cyan deleted the hotspot on the DVD.



Video: https://media.glthr.com/riven-cd-vs-dvd/riven-cd-prison29-zip.mp4

2. Added on Garden:12 and Garden:13

Inside Survey Island's fountain elevator, the 1997 CD forces you to watch the full elevator ride in both directions even with Zip Mode enabled. The DVD adds `HSPT 11` over the elevator button on both floors (`ΩgfountelevupΩ` at `[33, 300, 45, 313]` on Garden:12, and `ΩgfountelevdnΩ` at `[33, 301, 46, 314]` on Garden:13) so Zip Mode skips the ride.



Video: https://media.glthr.com/riven-cd-vs-dvd/riven-cd-garden12-no-zip.mp4

Gameplay Fixes, Completed Links, and the Rest of the 89 Edited Cards

Outside the seventeen `up` bands and three Zip edits, sixty-nine other shared cards differ between the CD and DVD masters. Several are visible right at the title screen or fix concrete gameplay bugs.

Redesigned Title Screen (`Menu:1`)

On the 1997 CDs, the title screen (Menu:1) shows only two right-aligned labels—`SETUP` (`HSPT 22`) and `PLAY RIVEN` (`HSPT 16`)—so restoring a saved game requires starting or using the menu bar. On the DVD, Cyan re-lettered `Menu:1` with three wider labels shifted left—`SETUP`, `START NEW GAME`, and `START SAVED GAME`—adding `HSPT 23` (`[485, 283, 602, 300]`) calling `xarestoregame`, an external command that no 1.0 CD script invokes.



Title screen (Menu:1) extracted from the 1997 CD (left) and the DVD (right), with hotspot rectangles overlaid.

One-Digit Submarine Dock Fix (`Jungle:406`)

Inside the Jungle-to-Survey maglev car (Jungle:406), clicking the lever to depart for Survey Island resets the submarine if you left it parked at dock 3 (`jsub == 3`, the gallows dock), moving it back to dock 1 (`jsub = 0`). On the 1997 CD, the script mistakenly extended bridge 2 instead of bridge 1; the DVD fixes the one-digit variable typo:

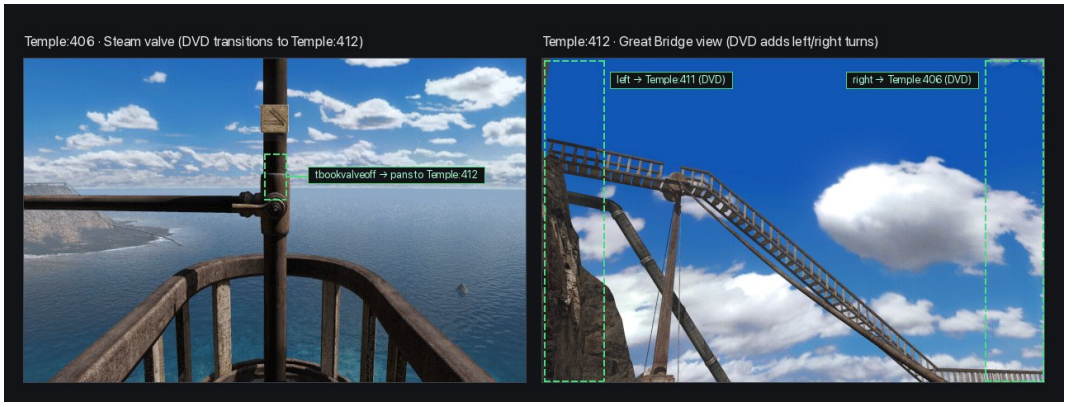
```
// Jungle:406 (HSPT 8, departing for Survey Island while jsub == 3)
// 1997 CD 1.0:
  jsub = 0;
  jbridge2 = 1;
  jsubdir = 0;
  jsubhatch = 0;

// DVD edition:
  jsub = 0;
  jbridge1 = 1;
  jsubdir = 0;
  jsubhatch = 0;
```

Eight Completed Navigation Links and the Great Bridge Rewrite

Eight directed edges between cards that already existed on the 1997 CDs were wired up only on the DVD, mostly turning dead-end look-up views into navigable angles:

- **Boiler:226:** `left` changes from Boiler:223 (which duplicated `down`) to Boiler:220, and previously empty `right` now leads to Boiler:225.
- **Jungle:478:** previously script-less `forward` now leads to Jungle:481.
- **Jungle:552:** empty `left` and `right` become working `afl` and `afr` turns to Jungle:509.
- **Temple:402:** loses six inert template hotspots and gains `afl`/`afr` turns to Temple:399.
- **Temple:406 and Temple:412:** turning the Great Bridge steam valve on Temple:406 now transitions to Temple:412 so the bridge state animates in view (`119` changed script lines on Temple:412 testing `bbigbridge`, `bbrlever`, and `tbookvalve`), and Temple:412 gains `left` → Temple:411 and `right` → Temple:406 where the CD had only `down`.



The Great Bridge valve (Temple:406, left) and sky view (Temple:412, right): on the DVD, turning `tbookvalveoff` *pans directly to Temple:412, which gains side turns to Temple:411 and Temple:406.*

Two further cards—Jungle:163 (wiring empty `HSPT 8` into `HSPT 9` → Jungle:160) and Temple:506 (wiring empty `HSPT 8` into `HSPT 10` → Temple:513)—activate auxiliary `forward` rectangles pointing to destinations already reachable from `HSPT 3`.

Complete Breakdown of All 89 Edited Shared Cards

Every one of the 89 edited shared cards falls into one of eight disjoint groups:

Category	Cards	What changed on the DVD
Temple `up` look-up bands	17	New `up` hotspot band on each of the 17 Temple Island cards listed above (with Temple:393 also adjusting its `forward` rectangle).
Zip Mode edits	3	Removed `Ωpcellω` on Prison:29; added fountain-elevator Zip shortcuts on Garden:12 and Garden:13.
Completed navigation hotspots	6	Boiler:226, Jungle:478, Jungle:552, Temple:402 (new card edges); Jungle:163, Temple:506 (wired auxiliary `forward` zones).
Rolled-in Windows 1.02 patch	3	Boiler:284, Jungle:255, and Jungle:538 fold in the November 1997 `B_DATA1/J_DATA3` script updates.
Script logic, UI, and timing	16	Menu:1 adds `Start Saved Game` (`HSPT 23`, calling `xarestoregame`); Jungle:406 fixes `jbridge2 → jbridge1`; Temple:406/412 rewrite the Great Bridge animation and side turns; Temple:155 trims two `2000/3000` ms opening delays; Gehn:1 sets `obutton = 1` on `card_enter` when `agehn == 1` and `atrapbook == 1`; Jungle:769 adds `xjschool280_resetleft/right`; plus smaller script, cursor, or movie tweaks on Garden:229, Jungle:143, Jungle:450, Gehn:77, Temple:152, Temple:191, Temple:221, Temple:355, and Temple:376.

Category	Cards	What changed on the DVD
Inert template hotspots stripped	16	Script-less leftover zones deleted on `14` cards—including all seven blank-card template hotspots on Gehn:89 and Prison:46 noted in The Riven Graph, 2, plus Boiler:164, 448, Garden:235, Jungle:259, 331, 600, 703, 714, Rebel:14, 16, Temple:289, and 309—and empty `up` handlers removed on Boiler:170 and Rebel:34.
Hotspots renamed to `null`	9	Blank or `forward` non-navigating hotspots renamed to `null` on Jungle:86, 279, 546, Gehn:12, 14, and Temple:200, 203, 252, 254.
Sound-index shifts	19	`play_sound` IDs shift by `-1` on three Survey cards (Garden:263–265) and by `+1` across sixteen Jungle cards (Jungle:573, 589, 591–594, 631, 633, 634, 728–732, 741, 743), reflecting reindexed `tWAV` tables.

Conclusion

The DVD edition of *Riven* is mostly remembered for fitting five discs onto one and upgrading the video compression, yet its Mohawk scripts tell a quieter story of post-launch craftsmanship. Between September 1997 and June 1998, Cyan went back through Temple Island to add seventeen upward views of its skyline and Golden Dome, deleted two stranded Jungle cards and sixteen cards' worth of template clutter, fixed a lingering Zip Mode escape hatch on Prison Island and a submarine-dock typo on Jungle Island, wired up eight missing camera turns, and added a direct `Start Saved Game` button to the title screen. Everything else—`2,216` of the `2,305` shared cards—remained untouched.

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