

TROPICAL MOVIE TROPES CHECKLIST

trope (noun): In storytelling, a common, overused, or hackneyed theme, device, characterization, or situation; a cliché (pronunciation: /trōp/).

Below is a compendium of tropes commonly seen in movies about or set in rain forests, most of which came from the 'TV Tropes Website' (<https://tvtropes.org>). The tropes are organized by category; each has a description, ID number, and shorthand code. Follow the links to read more background about a trope, see a list of movies in which it can be seen, and find related tropes.

ID No.	Trope	Description
ACTION, PLOT, MOOD, & PROPS		
1	Chased by Angry Natives	Stock scene for the Adventurer Archaeologist and Evil Colonialist types, the Hollywood Natives are angry at the hero stealing their sacred idol or refusing to be their dinner, or even merely trespassing in their territory. Expect there to be hilariously ineffectual thrown spears and arrows, hooting and jumping as he makes a clean getaway via plane, boat, car, or train. Of course, this amounts to nothing so much as Mighty Whitey "preserving for posterity" the ancient sacred objects of a lesser culture to a place they'll be truly appreciated: a public museum. The natives on the other hand, usually prefer seeing it as "theft" or "desecration," and hence the pursuit.
2	Appease the Volcano God	People who live on volcanic islands are frequently living on a ticking timebomb. When that volcano blows its stack, you never know if you're going to get a gentle, easily-avoidable stream of lava, or an apocalyptic explosion. With such explosive power on their doorstep, the natives of many of these islands figure that the volcano is home to a fire god, who can be kept safely dormant through proper care and feeding.
3	Captured by Cannibals	One specific, discredited version of I'm a Humanitarian is the idea that when people from the "civilized world" (like missionaries and explorers) encounter Hollywood Natives, they are in danger of being eaten. The "civilized" characters may initially think that the natives are treating them as respected guests or even gods, and feeding them better than they ever have been... but then, without fail, out come the pots and the chanting.
4	Deadly Road Trip	Start with a trip; it could be for work, play, study or research. Add a traveler, maybe a couple or a group of friends, or for extra trope points a group of friends who are couples. They're traveling far from home to someplace remote and rural, a foreign country, or both for quadruple trope points. So now they're someplace new and exciting and different... where they will be off guard; no one knows them or will notice if they disappear; they have trouble communicating with the locals or there are no locals with whom to invoke Safety in Muggles; and there will be no help from home if they get stranded, robbed, kidnapped or killed. And so they are.

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ID No.	Trope	Description
5	Dwindling Party	So you're The Hero on a dangerous quest, you gather The Team and rally that Rag Tag Bunch Of Misfits to your cause. Battles are fought, Character Development is had, Fire-Forged Friends are made, and hearty laughs are shared by all. Then, as you proceed towards the final battle, your friends start to die. One. By. One
6	Exit-Pursued by a Bear	When the bad guy is finished off by a large, vicious animal.
7	Give Chase with Angry Natives	A chase scene trope wherein Bob (the chased) runs/drives through an area containing people potentially hostile to both him and Charlie (the chaser), in the hopes of slowing the chaser down. Usually this involves riling them up somehow. If it fails, Bob ends up Chased by Angry Natives.
8	Green Aesop	Any story with An Aesop with an environmental message which warns that unchecked pollution will either destroy the Earth or incur Mother Nature's wrath. Sometimes the message may incorporate Science Is Bad as well, though it is becoming more common to feature good scientists who encourage green technology and environmentally friendly lifestyles. It might also tell the sad story of one plant. Can be done with subtlety or done blatantly.
9	Hula and Luaus	Aloha! If the cast goes to Hawaii, there will inevitably be a hula show and a luau.
10	Inevitable Waterfall	If the characters are rafting, swimming, or just floating down a river, then they will either go over a waterfall or narrowly avoid going over a waterfall. Always. No exceptions.
11	National Geographic Nudity	here's a part of you that can't help thinking the entire film is nothing but an excuse to have lots of people running around with few or no clothes on
12	Quicksand Sucks	Quicksand is a common and deadly element of swamp, jungle, and desert terrain.
13	Raised by Natives	One of the classic story hooks is for an orphan child from a strange land be raised by the people native to the land he or she finds themselves in. His origins (the orphan is usually a boy) and the purpose of his parents' trek so far from home is a mystery, but they'll usually face an accident of some kind that wipes them all out save for him. Whatever the case, the child will be adopted by the chief and raised as one of his sons.
14	Raised by Wolves	A character who lost their human parents and was raised by animals.
15	Send In the Search Team	Story where a crew is assembled to find out what happened to a previous set of adventurers, a colony, a lost ship, etc. Occasionally, the original people have "gone native" in any number of ways. For whatever reason, the rescue does not go smoothly, and the rescuers find themselves struggling to save their own lives.

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ID No.	Trope	Description
16	Stewed Alive	Was very common in The Golden Age of Animation as well as comic strips from the first half of the 20th century, usually along with a gag about the person being stewed wanting to know what smells so good, or why his "bath" water seems like it's getting hotter and hotter.
17	Super-Persistent Predator	Our intrepid young adventurers are exploring their new unknown land for whatever reason it may be: money, pursuit of knowledge, or simply by accident (a quest for survival). In any case, they are unaccustomed to the land, but aren't exactly smart about being careful. Namely, they run into some monstrous beast that wants only one thing from them: lunch. After a dangerous escape (someone will probably be killed), the explorers dust themselves off, maybe laugh nervously, and try to get as far away from that thing as possible. No harm done, time to focus on getting to the shelter or something, right? But wait, what's that sound? Is it following them? Through rivers and mountains and who knows what else?
18	Tarantula on your shoulder	Don't. Move. I'm going just going to brush this Tarantula / Scorpion / Giant Centipede off your shoulder....
19	That Blowdart Just Missed Us!	Maybe it comes out of nowhere. Maybe you're in a heated fight. But no matter the circumstances, that blowdart / bullet / axe / arrow / spear just missed your head and buried itself in the tree next to you. At eye level, so we can see the look on your face. Whew!
20	The Natives are Restless	A Discredited Trope from the days of the White Man's Burden in works depicting deepest darkest Africa, generally describing the moment before the Hollywood Natives rise up and overrun the compound, or abduct the white woman for sacrifice. Often indicated by the natives playing Jungle Drums. The phrase is said to go back to the 1933 film Island of Lost Souls, in which Dr. Moreau says this of his half-human / half-beast creations, and has since become a stock phrase for trouble brewing in a group of people. Often a prelude to being Chased by Angry Natives.
21	Total Party kill	The entire adventuring party dies in an epic blaze of glory!
22	Tribal Carry	The protagonists are captured by some natives and brought to their village. Invariably, they will be taken away like mere game, arms and legs tied to a pole carried by a pair of tribesmen.
23	Vine Swing	The usual way of transportation of a Nature Hero: grab a conveniently placed, always available vine on a tree, and swing on it to the next one.
24	Walking into spiderwebs	Or maybe you were running. But spiderwebs are icky, giant, sticky fish nets and you just ran through one.
25	Adventurer Archaeologist	archeology is a career that brings one constantly face to face with Temples of Doom; Lost Technology, imprisoned evils, and MacGuffins. Lots of MacGuffins. If it takes place on Earth and the writers don't make one up, it'll usually be something like an Egyptian tomb (expect a mummy to haunt our hero) or the Holy Grail.

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ID No.	Trope	Description
26	Bold Explorer	Only the bold need apply. Those who, through no fault of their own, are kidnapped to or ship-wrecked on new lands, or who are merely bad navigators, do not qualify, though their subsequent actions may prove them to be examples.
27	Cannibal Tribe	Once upon a time, it was pretty much a given that any dark-skinned, non-Christian native tribes encountered by a European explorer hero would be consumers of human flesh. The stereotypical Cannibal Tribe are Always Chaotic Evil, dress in very little but for the Skeletons in the Coat Closet, and live in wooden huts around a large fire with an enormous cooking pot sitting on top of it (notably this pot will usually be iron, despite the tribe otherwise seeming to be stuck in the stone age).
28	Damsel in Distress	A female character is put into immediate danger in order to put the cast in motion. Her plight unites the cast, causing them to put aside their differences and work together to save her or provide the premise for The Quest and is considered Older Than Dirt.
29	Egomaniac Hunter	This guy just loves to hunt. He doesn't do it for food, or because his prey is a danger to mankind, not even because It's Personal. He will hunt anything that tickles his fancy and he does it for the thrill and the glory. He is an adventurer and egomaniac.
30	Evil Colonialist	This is an imperialist or colonialist man who has just come to take advantage of the natives with a friendly smile and a rifle on his shoulder. He only cares about winning a quick buck at everyone else's expense and exploiting the poor natives since he is convinced his race/culture is superior. Since he is either rich and powerful or in the middle of The character, usually a white one, was originally depicted as Western European (usually from Britain, Spain, France or Germany) but people from Eagleland joined the group later. nowhere where nobody can hear your screams, he becomes the king of the place. He is likely to be Chased by Angry Natives either when declaring such dominion or somewhere else along the line.
CHARACTERS		
31	Evil Poacher	Be aware! The wild is just filled with Evil Poachers willing to murder any human who gets in their way. Poaching means any illegal hunting, but in fiction it is usually associated with the hunting of endangered species, such as cute panda babies or meddling kids.
32	Great White Hunter	The heroic counterpart to the Egomaniac Hunter and the Evil Poacher, the Great White Hunter is a heroic big game hunter. He is most likely a Gentleman Adventurer, but he could also be an earthier type who leads safaris for a living. Either way, he will be an expert tracker, a crack shot, and skilled at wilderness survival. He may have learned his trade as a Hunter Trapper. Often this character does admire animals even as he kills them, considering them a Worthy Opponent of sorts.

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ID No.	Trope	Description
33	Hollywood Natives	Quite simply, this trope is the (hopefully) now-discredited stereotypical depiction of "natives" in a Hungry Jungle, Deserted Island, or other such unsettled wilderness. The locals will inevitably be portrayed as culturally "inferior" to the main characters — typical depictions will show the (usually dark-skinned) natives as unkempt and scantily clad, decorated with Tribal Face Paint and Savage Piercings, and brandishing spears or bows. When they meet the protagonists, they will either be mesmerized by the Mighty Whitey and accept them as gods, have the heroes for lunch, or invite them to be guests of the volcano god. They often have one woman among them, The Chief's Daughter, who looks more attractive by Western standards than the rest of her people, and falls in love with the Mighty Whitey protagonist. If they can speak the protagonists' language, expect lots of You No Take Candle.
34	Jungle Princess	this is a young woman of European extraction who has been raised in a jungle environment, usually by animals. Despite her upbringing, though, she has managed to grasp the basic rudiments of English, tools, and fashion — she is frequently seen wearing fetching leather or Fur Bikinis and wielding a spear. She is far more likely to have Rapunzel Hair than Wild Hair, and her legs and armpits will be inexplicably hairless. She's likely to be an Earthy Barefoot Character. For some unfathomable reason, the animals of the jungle obey her slavishly instead of viewing her as lunch, and the woefully benighted Hollywood Natives treat her as a goddess. Inevitably she will be single when she first encounters a hunky American or European explorer. She will find him in the clutch of some local danger (being menaced by her tame leopard is always fun if it's a romantic comedy), rescue him, and romance will ensue.
35	Mighty Whitey	A common trope in 18th and 19th century adventure fiction, when Europeans were visiting and documenting vast swathes of the world for the first time, Mighty Whitey is usually a displaced white European, of noble descent, who ends up living with native tribespeople and not only learns their ways but also becomes their greatest warrior/leader/representative. Extra points if he woos The Chief's Daughter along the way; an unfortunately common variation that perpetuates into present-day media is that she will continue to love our hero even if he is directly responsible for the death of her husband, brother, or father.
36	Native Guide	Being The Hero can take characters to lands far beyond their homes, and not all of them are easy to navigate. Perhaps the hero finds their goal is on the other side of the Rapids of Death or somewhere deep in The City Narrows. It's time to enlist the help of the native guide.
37	Nature Hero	The native guide knows about the place they hero needs to pass through, whether they live in the area, have made the journey themselves, or are simply Closer to Earth and know more about the lands around them.
38	Noble Savage	A character who is, due to their race or ethnicity, a member of a barbaric or savage tribe (or alternately, a group perceived as such by outsiders), and because of it portrayed as nobler or of higher moral fibre than the norm. (Often regarded as living the Good Old Ways).

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ID No.	Trope	Description
39	Nubile Savage	A young woman from prehistory or a primitive tribal culture depicted as a ravishingly sexy bombshell to modern audiences, even if circumstances make that unlikely and/or her appearance wouldn't be considered attractive by her contemporaries.
40	Science Hero	A hero who uses science, technology and/or super-science to save the day. This hero is one part Badass Normal, two parts The Smart Guy, with a hint of Wrench Wench and Gadgeteer Genius. They're defined mostly by being highly technically proficient scientists (often in all fields) and with a sense of adventure and curiosity. Plus, gadgets!
41	Scientist with Improbable Taxonomy Skills	Unfortunately, Hollywood thinks that any person who is sufficiently intelligent is also able to name any animal or plant they come across with its specific (and correct) Latin name, taxonomic history, habitat, diet and favorite color.
42	Tarzan Boy	A Tarzan Boy is a white man who lives in the jungle, usually in the Darkest Africa. He's usually Raised by Wolves after being marooned in the jungle as a child. Expect the Nubile Savage trope to be in play, as the Tarzan Boy will always be handsome and surprisingly well-groomed and clean-shaven for a guy who lives completely isolated from civilization. Often he will have one or several animal companions and is able to communicate with them. He'll wear a Loincloth and travel around by Vine Swing. Tarzan Boy usually finds his "Jane" in a civilized white woman he has to rescue. Sometimes, however, he will choose his Distaff Counterpart, the Jungle Princess, or occasionally the native Chief's daughter (who will inevitably be drawn in a much more attractive manner than the other natives who are seen).
43	The Chief's Daughter	Even in Darkest Africa, Injun Country, or the land of Hula and Luaus, everything's better with princesses. The Chief's daughter, in her Fur Bikini or Braids, Beads and Buckskins, is often the first to befriend Mighty Whitey during his visit to the strange new land. She'll conveniently be beautiful by Western standards, but with just enough racial traits to be exotic, and will be a Noble Savage in contrast to the amoral Barbarian Tribe of Hollywood Natives. To show that she is native, gentle, and Closer to Earth, the wild forest animals will flock to her.
44	The Missionary	One common plotline involves a Wide-Eyed Idealist going to the mission field expecting to do some Easy Evangelism, only to have a Crisis of Faith when their targets don't respond quite so readily. Of course, it will probably turn out that God works In Mysterious Ways. (If the Easy Evangelism works, you've probably got an Author Tract on your hands.)
45	Wild Child	The extreme end of No Social Skills — a feral child has lived isolated from human contact from a very young age, and has little or no experience of human care, loving or social behavior, and — crucially — human language. These individuals are not just bad at social interaction; they are so limited that they are effectively wild animals who happen to have human form.

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ID No.	Trope	Description
46	Adventurer Outfit	Beige or tan linens, big brown belt, boots, probably a rifle and binoculars; also, a safari hat called a pith helmet. (Monocle optional but recommended). Usually, the wearer is book-smart but ignorant of what they should actually wear for the expedition. Counterintuitively most of them needed more coverage in Real Life to avoid sunburns and harmful insects and during the age of African exploration the pith helmet was the narrow-brimmed model of Zulu War vintage, not the broad-brimmed "Bombay Bowler" of the post-1900 years.
47	Fur Bikini	A two piece bikini, or some close variant, that is covered, trimmed, and/or lined with fur (either real or fake), or even feathers.
48	Loincloth	stereotypically primitive ones, have this as the only form of clothing.
49	Angry, Angry Hippos	On the one hand, they're often depicted as friendly, lovable animals, thanks to their chubby, round appearance that makes them look cute. On the other hand—and that's where this trope comes in—they're just as likely to be seen as Xenophobic Herbivores and something completely terrifying.
50	Big Creepy-Crawlies	Giant bugs. They are bugs or muppets or Serkis Folk, whichever, but all are mad creepy. They have no individuality or intelligence, except possibly a Hive Mind. Considering almost all variants are hostile towards humans, and every single one of them is really ugly, nobody really worries too much about the morality of killing them.
51	Biology Fail List	There are so many biology fails they had to make a list
DIALOGUE		
52	Botanical Abomination	These creatures often possess a taste for flesh, human or otherwise. In other cases, all they care about is laying down their roots, overgrowing and infesting the land and starving the ecosystem of its own resources. If it grows fruit, it probably imbues those that eat it with supernatural abilities before they explode from the alien parasites that germinated in their intestines.
53	Cruel Elephant	Consequently, there are numerous portrayals in fiction of elephants that are aggressive, hostile, and at least morally ambiguous. These elephants like to throw their weight around, usually depicted as bullies or The Brute, though they're just as capable of being intelligent, making them the Xenophobic Herbivores at worst.
54	Giant Spider	The bigger they are, the less likely there are to be more of them, but they're almost all so big that they realistically shouldn't be able to move or breathe (according to natural laws of our universe's Earth, given our atmosphere's oxygen concentration). They will usually have hypertoxic venom, both spin webs and hunt for prey, and Super Spit silk out of their mouths (most spiders in real life only focus on one trait). For extra terror, they may even attack in groups (again, most spiders in real life are solitary).

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ID No.	Trope	Description
55	Honorable Elephant	Thanks to its size, the movements of an elephant tend to be slow and ponderous. While it's impossible to know whether an elephant's inner life is more somber and dignified than, say, that of an otter, it certainly looks that way.
56	Huggy, Huggy Hippos	Due to their soft, rounded appearance, sleepy-looking eyes, and big lips that hide their ferocious tusks, hippopotamuses are usually portrayed in media as cute and loveable Big Fun or Gentle Giants.
57	Jungles Sound Like Kookaburras	One of the Stock Sound Effects that pop up whenever films, cartoons or TV series depict a jungle environment with a Noisy Nature is the cackling laugh of the kookaburra, which sounds something like: "OOOOOO-HOOO-OOO-HOO-HOO-AHAHAHAHA" and is often assumed to be a monkey by people unfamiliar with the bird. It doesn't help much that we typically hear the sound without actually seeing the animal making it, thus adding to the confusion. The laugh sounds great and really puts in the right mood for a mysterious adventure set in an impenetrable jungle.
58	Kidnapping Bird of Prey	A very old, but still popular animal stereotype: a large predatory bird (usually an eagle or vulture) picks up a child or small animal from the ground and carries it off to its nest to be eaten.
59	Killer Gorilla	Gorillas, orangutans, and sometimes chimpanzees: about the same size and shape as humans (normally), but tougher, hairier and meaner (maybe). Don't incite them to gorilla warfare, because the things they throw tend to hurt.
60	Lovable Lizard	The common view is that Reptiles Are Abhorrent. They're scaly, creepy, alien... but some can be cute.
61	Malicious Monitor Lizard	Similar to crocodiles only dwelling on land, monitor lizards are the lizards most likely to be cast as antagonists in animal fiction. They are also common foes in jungle settings.
62	Man-Eating Plant	A Venus Flytrap is one of the coolest plants out there: It's carnivorous! And it eats insects! Its leaves even resemble grotesque, tooth-lined mouths. How cool is that? Now let's enlarge the plant about 100 times, and give it a taste for people!
63	Maniac Monkeys	Apes and monkeys with human-level intelligence, whether artificial or natural, have a recurring tendency to be antagonists in fiction. If the protagonists are humans, they might be suffering an inherent sibling rivalry with the human race, and want to either wipe it out or subdue it. If it's a story with a cast of animals, they might see themselves as "superior" to the other species and try to rule over them. Either way, these monkeys are used as signs that something bad is about to go down.
64	Mischief-Making Monkey	Monkeys are often portrayed in fiction as mischievous little pranksters, who like to steal things (hats seem to be a common target), throw stuff at people (including their own excrement), drop Banana Peels, and otherwise make monkey business.

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ID No.	Trope	Description
65	Misplaced wildlife	Generally, filmmakers use whichever animals they can get for a scene involving wild animals, especially in films set in Darkest Africa or The Amazon. Whether the animals are in the right environment, on the right continent or displaying appropriate behaviour is something they just hope we won't ask about. Other times, cultural assumptions can lead to animals being placed in the wrong environments even when technical limitations aren't a strict factor.
66	Mosquito Miscreants	Expect to hear them long before you see them and the characters to run away in a hand swatting panic when they swarm on them; some might be covered in a plethora of bites when it's all over. Even if the situation isn't dire, expect someone to be immensely bothered by the tiny terrors. Typically found in nasty swamps or the rainforest.
67	Never Smile at a Crocodile	Everyone knows that sharks are bad news. They make the sea a scary, dangerous place. However, they live (mostly) in the sea, so that means rivers and lakes are safe, right? Wrong! Enter the Crocodile
68	Panthera Awesome	They've become the symbols of kings, empires, even gods and demons. Their pelts are gorgeous and carry with them a sense of awe.
69	Piranha Problem	It's generally agreed upon that sharks can turn most any situation from bad to worse... and then there's piranhas. Piranhas are portrayed as vicious mindless eating machines that can tear through anything and leave nothing but bones. In other words, thinking of nothing except whatever "food" happens to fall in the water.
70	Rhino Rampage	If they're depicted in fiction, they're likely to be a dangerous obstacle. If it's a comedy, expect to see someone sent flying.
71	Scary Scorpions	In fictionland, scorpions often make appearances as deadly foes. This is probably a combination of Rule of Cool and their distinctively badass appearance,
72	Snakes Are Sinister	We've seen lots of evil snakes. Now how many times have you seen a good snake in fiction? None? Very few? That's because of this trope. Aversions of this trope are rarer than aversions of Reptiles Are Abhorrent in general—heroic turtles and lizards are fairly common and good crocodilians, while rare, are not unheard of, but heroic snakes much less so.
73	Where are the mosquitos?	For some reason, this rain forest has no mosquitos
74	Banana Republic	Any backwards Latin American country, usually fictitious, that is ruled by a small corrupt clique. May be called "Val Verde". As seen below, however, there is a whole catalogue of fictional names for these countries.
75	Bulungi	A Bulungi is a fictional little country nestled somewhere in sub-Saharan Africa. If used as a setting, almost always a thick jungle or parched savannah, even though the southern region is more temperate.

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ID No.	Trope	Description
76	Darkest Africa	When Africa is not being used as a Lost World, it's the next best thing: mysterious and dangerous, but populated with outcroppings and ties to the modern world. This balance of civilization just within reach and terra incognita a mere wrong turn away gives the "Dark Continent" a unique position. "Adventure in your own backyard" takes on a new meaning if one's backyard hosts the occasional elephant stampede.
77	Holiday in Cambodia	And that's the thing: The West's cultural experience with Southeast Asia is usually limited to the leftovers of The Vietnam War. In the minds of many people outside of the region, Southeast Asia (minus Thailand) is a land of steamy jungles, guerrilla warfare, and all sorts of violence and atrocities. Add vice for taste
78	Hungry Jungle	When not a run of Jungle Japes, the jungle is a harsh and hostile place, frequently deadly for its denizens, but even more ferocious to outsiders no matter what gear they bring with them. This jungle is treated as a semi-sentient entity; a soup of consciousness composed of the ferocity of its native life and climate. And it hungers. It devours sane minds with its stifling and claustrophobic atmosphere, infecting all who enter with a slow, creeping madness in an effort to make them its own. This same climate breeds fetid decay and disease, which likewise infests the body. On top of this, the marvels of modern technology count for nothing. The humidity of the jungle devours advanced technology in a trice. Keeping anything working is a constant, day-to-day struggle to keep up with the jungle's ruination, which further wears at the sanity and morale of any who try it.
79	Jungle Opera	This is a speculative tale that takes place in undiscovered or semidiscovered country in the present or "recent" past (usually no earlier than the early 20th century), supposedly on this Earth, as opposed to, say, a High Fantasy in a Medieval setting, or a Space Opera in a far future-like setting. As the title indicates, it often takes place in a tropical rain forest, though that isn't necessary. The key point is that Willing Suspension of Disbelief is provided primarily by the use of settings that are regarded as exotic, mysterious, dangerous and above all, far away by most readers, yet still on this world, rather than providing a whole imaginary world "in a galaxy far away". A typical setting, for instance, might be The Amazon, Darkest Africa, The Shangri-La or Tropical Island Adventure.
SETTINGS, GEOGRAPHY, & CULTURE		
80	Jungle Warfare	Jungle Warfare is what it says, fighting that takes place in a remote jungle or lush tropical rainforest, usually on a remote island or somewhere far away from civilization. When there are civilians, they're usually confined to a small village, usually near a river.

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ID No.	Trope	Description
81	Latin Land	One big country with different names at best, where the temperature is warm all year round, the buildings are old and rustic, Christianity really is Catholic, and everyone is dirt poor outside of The Cartel and the petty military dictator whose megalomania is inversely proportional to the actual power of his armies (still beats life in Africa, though). Where the universally brown population is made of Tall, Dark, and Handsome Latin Lovers, feisty well-figured women, simple but magnificently moustached men, Street Urchins, and more American missionaries, doctors, scientists and naive tourists than you can shake an M16 at. Also a good place to find great big wildlife, be it of Earth origin (American or not) or extra-terrestrial.
82	Lost World	Named after The Lost World by Sir Arthur Conan Doyle, this is a geographic location that remains off all maps and unknown to the general population. They are usually found in remote locations, such as the center of large and barely explored continents (like Darkest Africa or The Amazon).
83	Mayincatec	Under Hollywood History, all historical ancient Mexican, Central, and South American nations are lumped into one exotic and often barbaric people: the Mayincatec, featuring aspects of the Maya (in modern Yucatan peninsula and Central America), Inca (in modern Peru) and Aztec (in Modern Central Mexico), plus many others (especially the Olmec, one of the oldest, as more continues to be discovered about them). It's a tossed salad of exciting bits from all their histories, with a topping of myth and fiction. And the dressing is blood.
84	Ridiculously Difficult Route	Not many people use a particular route. Why? It's damn difficult, that's why, otherwise most people probably would. But, for some reason, a character needs to use it, probably because the usual route has been destroyed or otherwise blocked off.
85	River of Insanity	any river voyage (or other journey into the wilderness) is a doomed expedition in which the characters alternately die, go mad, get lost, go native, or otherwise barely live to tell the tale.
86	Swamps are Evil	In fiction, swamps are often portrayed as godforsaken places that no man enters willingly. When they aren't infested with undead horrors, they hide tribes of hideous frog-, lizard-, or fish-men (or possibly fishlizardfrogmen) who slink from their half-sunken temples to grasp the unwary with their cold hands and drag them beneath the still black water. At the very least, they are the home of poisonous snakes and strange, incurable diseases. Often, there are ancient curses that cause travelers to become lost and wander the swamps forever.
87	Temple of Doom	An ancient temple or city, usually buried deep within the jungle or in the middle of the desert. The temple is often full of ancient yet sophisticated machines and Booby Traps that still work to lethal effect even after thousands of years without maintenance.
88	The Amazon	A huge rainforest, with big trees, plants all around, a bunch of insects and, of course, a river (whose inhabitants include piranhas and electric eels). That's the basic concept. But, don't expect much more researching than this from the writers. The Amazon — be it the Amazon, an African jungle, Vietnam or any other else — is always basically the same.

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ID No.	Trope	Description
89	Tropical Island Adventure	Whenever an adventure far from civilization is needed, a tropical island is where it usually will be set. Typically located in or based on the Caribbean, Oceania or Southeast Asia, tropical islands are a very popular location for adventures due to their exotic environment and wildlife, remoteness and disconnection from the rest of the world, allowing for more fantastic elements than would be seen in a more civilized setting, and being popular places for vacations, due to their usually sunny weather, warm climate and pristine beaches.
90	Welcome to the Caribbean, Mon!	A chain of tropical paradises mostly between Florida and Venezuela. The Caribbean is known for cruises, beaches, resorts, and the occasional pirate infestation. Beware of the Bermuda Triangle, while you're at it, too. Includes The Bahamas, Jamaica, Virgin Islands, Trinidad and Tobago, the Cayman Islands and others. Calypso or rumba music is constantly being played, there's free fruit everywhere, everyone is constantly drunk and/or high, and may have a pet parrot. Nobody does any work, they just sit on the beach sipping fruity little drinks with umbrellas out of coconuts. At night, the careless or unlucky might see a voodoo ceremony. This trope for the most part excludes the Latin Caribbean islands. If you find white people here in contemporary times they're likely to be sitting on a yacht, playing croquet or cricket, or lounging around in white suits and reading a newspaper in the lobby of a hotel that's seen better days.
91	"Everything Here is Trying To Kill You"	This warning - or some variation - will be spoken by the grizzled veteran of jungle adventures to the first-time rain forest visitors.
92	"It's Quiet... Too Quiet"	The Stock Phrase itself is long since discredited and made fun of so often it can now be considered a Dead Horse Trope. Exception is made if it is lampshaded by adding in a sign on WHAT is quiet, e.g. "Why have all the forest noises stopped?" the answer usually being "the Monster of the Week killed/drove away all the wildlife"
93	"These damn mosquitos!"	Always said at a moment of peak frustration. Hasn't anyone heard of Deet?
94	"We're never going to make it (out of here alive)"	Well, not with that attitude you won't. (also accepted: "We're going to die here in the jungle!")
95	Cracking Branch	The moment when absolute silence is required... that's when someone will step on a branch. The noise of the branch breaking - louder than any gunshot - will reveal their position. RUUUUNNNN!!!!
96	Jungle Drums	A sister trope to The Natives Are Restless, this harks back to the days in deepest darkest Africa, where the mood of the natives can be determined by their midnight drumming. If they're banging away on those puppies till the wee small hours, trouble is definitely brewing. The more anxious white people can be driven to nervous exhaustion by Those Infernal Drums (a good name for a band), but the moment you really worry is when they stop, suddenly. Sometimes we get to see the wild abandoned dancing of the natives.

(continued)

ID No.	Trope	Description
97	Jungle Jazz	As with most settings, jungles tend to have certain types of music associated with them. Think of a jungle, and you might imagine tribal drums, maybe some exotic instruments like the panflute or kalimba... but sometimes, you get swingy and brassy music instead. The association may also have something to do with how in the 1920s and '30s, some racists dismissed all jazz as "jungle music", and jazz bands responded by owning that particular nickname.
98	Noisy Nature	Nature is usually quiet. Except in Movies. Possibly the best reason to use this trope is for our heroes to suddenly realize that it has suddenly gotten quiet.