

TOMB RAIDER

Jungle Fever



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Foreword

The level was originally started in 2010 as an intro for a community project. However, after an initial construction phase, it was forgotten for a long time. It wasn't until the release of TEN in 2022 that it was revisited for early experiments and tests with the new engine. But even then, it disappeared again for several years. Finally, at the end of December 2024, it was brought back and completed within three months.

Story

Lara Croft embarks on a perilous mission deep into the untouched jungles of Laos.

In her possession is an artifact known as „**Jungle Fever**“, which was recovered decades ago by her father, Richard Croft, from a mysterious temple. This artifact, intricately carved from green jade, is of immeasurable value to a secluded indigenous tribe.

Lara has learned that the artifact symbolizes a spiritual bond between the tribe and nature—and she is determined to return it.

But the journey is perilous: the jungle is teeming with deadly wildlife, natural hazards, and a rival tribe that seeks to claim the artifact for itself.

Lara's adventure takes her through deep ravines, roaring waterfalls, and hidden temple ruins, leading to a secret valley accessible only through an underground passage.

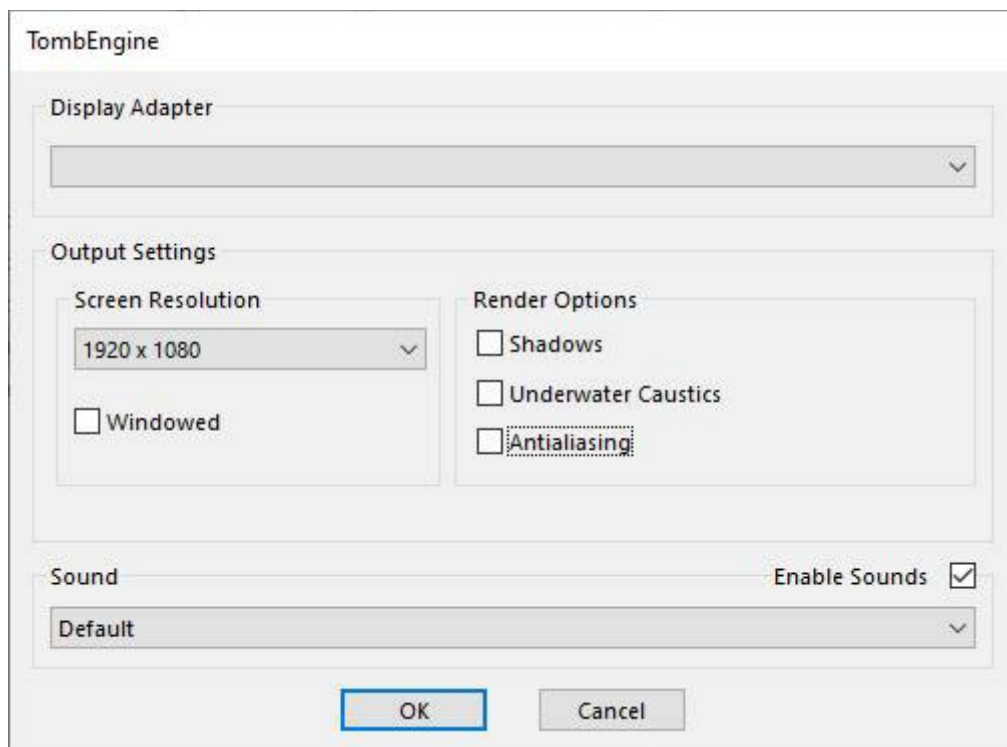
Installation & Start

The level can be launched directly from the directory using **Play.exe**

If the level does not start, it may be due to missing or outdated **Visual C++ Redistributables** on your PC. You can download the latest version here:

https://aka.ms/vs/17/release/vc_redist.x64.exe

On the first launch of a TEN level, this window will appear:



If you have an older or less powerful computer, leave the three checkboxes on the right (Shadows, Underwater Caustics, and Antialiasing) unchecked and adjust these settings in-game via the **Display Settings** menu instead.

Enabling them right away may cause performance drops after the level starts and during the title sequence. It is also recommended to choose a lower screen resolution here.

Language Selection

By default, the level is set to English.

- The dialogues (text & audio) can be switched to **German**:
- Copy the contents of the **GermanTranslation** folder into the main directory (where this ReadMe file is located) to replace **GameConfig.lua** —or:
- Open the file **GameConfig.lua** in the directory:
Game Main Directory\Engine\Scripts
- and change the value from **EN** to **DE**.

Changes can be made later, but only if the game is closed and the save file is reloaded.

Note:

The remaining in-game texts and inventory items are currently only available in **English**.

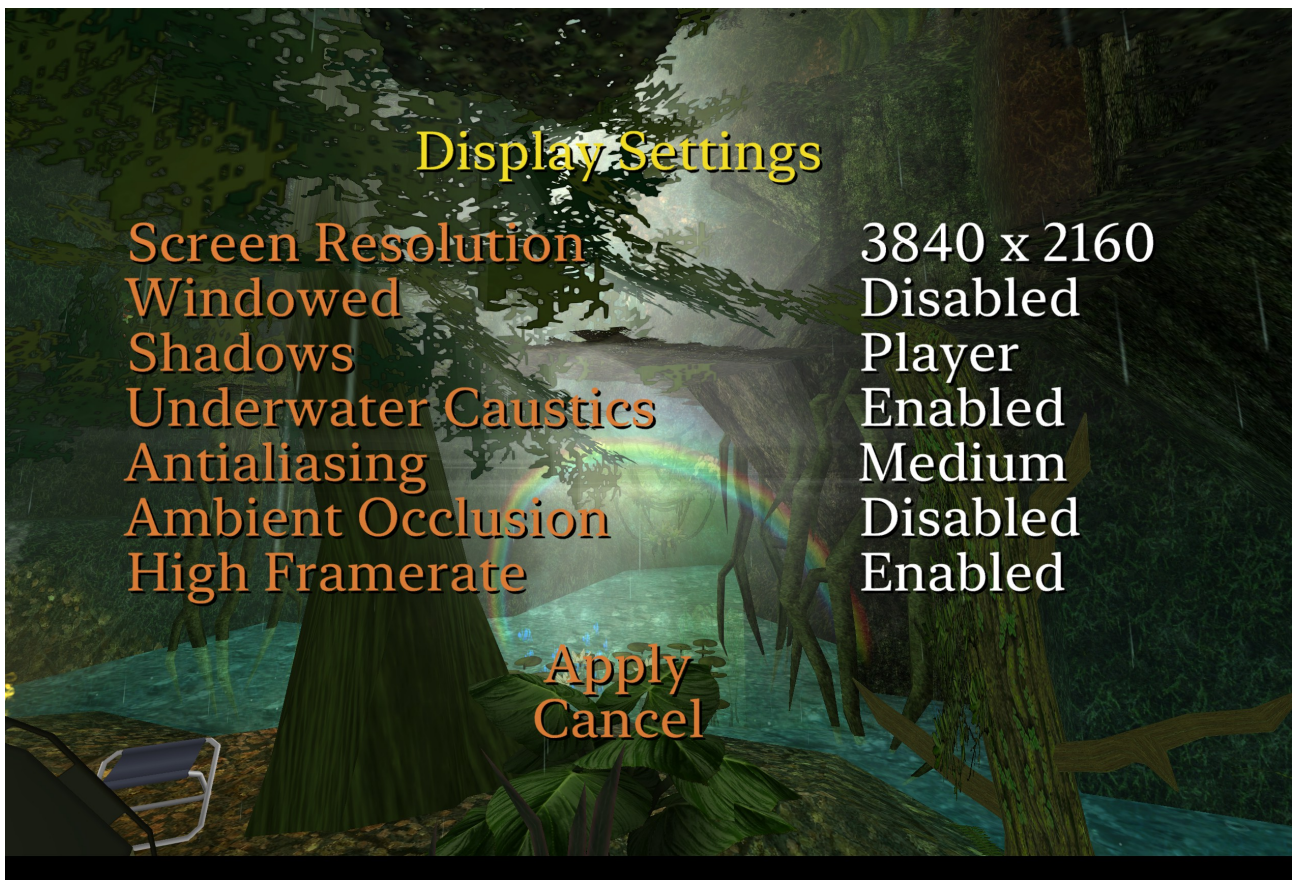
Subtitles

By default, subtitles are enabled. You can disable subtitles for most dialogues using an option.

- Open the file **GameConfig.lua** in the directory:
Game main directory\Engine\Scripts
- Change the value of Subtitles from true to false.
Subtitles for most dialogues will now be hidden.

Recommended Settings / Display Options

For the best gameplay experience, I recommend the following settings (screen resolution depends on your monitor):



Higher settings may lead to performance loss.

For the best gameplay experience, I recommend the following settings:

- **Screen Resolution:** Depending on your monitor
- **Shadows:** Player or None
- **Antialiasing:** Low to Medium
- **Ambient Occlusion (SSAO):** Disabled

If the game causes performance issues, try reducing the settings further:

- Lower the screen resolution
- Disable shadows
- Set antialiasing to low

Ambient Occlusion (SSAO) should then definitely be turned off, as this gave me the highest FPS boost.

Technical

- **Start of Level Design:** May 2010
- **Development Time:** ~10 months (3 months in 2010, 4 months in 2022, 3 months in 2024/2025)
- **Playable Levels:** 1 (plus Croft Manor Intro)
- **Playtime:** 2–4 hours
- **Secrets:** 10 (1 in the Croft Manor Intro)

Gameplay / Levelstructure & Hints

Lara starts in Croft Manor before embarking on her jungle adventure.

- **Interaction with NPCs:**

Lara can encounter various NPCs in the game. Some provide helpful tips, while others have tasks for her. Jon also has a hidden clue that should be kept in mind until the end of the level.

- **Ledge Jumps**

Lara can pull herself up from crevices or push off backwards.

- **Tight Rope**

Lara can balance on a rope. If she tilts dangerously to the side, release the forward button in time to allow her to realign.

- **Consequences**

Some decisions in the jungle will affect the course of the game. Some secrets become accessible only later in the gameplay.

Collectible Items

In addition, there are other items such as crowbars, pickup items, etc., which are not listed here. Ultimately, you can check here to see if you have found all the medkits, weapons, and ammunition.

Croft Manor:

SHOTGUN_AMMO1_ITEM	x1
BIGMEDI_ITEM	x1
FLARE_INV_ITEM	x1

Jungle Fever:

PUZZLE_ITEM16 (Healing Plant)	x18
UZI_ITEM	x2
UZI_AMMO_ITEM	x24
SHOTGUN_ITEM	x1
SHOTGUN_AMMO1_ITEM	x9
SHOTGUN_AMMO2_ITEM	x5
REVOLVER_ITEM	x2
REVOLVER_AMMO_ITEM	x13
BIGMEDI_ITEM	x7
SMALLMEDI_ITEM	x12
FLARE_INV_ITEM	x10

Knowing Bugs

- If you're experiencing performance problems, try turning off **Ambient Occlusion (SSAO)**, as this gave me the most FPS boost.
- If the game starts to stutter or lag in certain areas, please save your progress, completely exit the game, and reload.
- Sometimes the piranhas (and other fish) may disappear. Lucky you! :-)
- The swamp surface doesn't move everywhere in the Yamandu area.
- Lara sometimes adopts the water ambient light when she runs into objects.
- In rare cases, Lara may briefly jump up while swimming and then fall back into the water.
- When climbing under certain vines or ladders, you need to hold "Forward" while pressing "Action."

If any other unexpected bugs occur, it often helps to completely exit the game and reload the save.

Acknowledgments & Credits

A huge thank you to my **level testers**,
who not only found a ton of bugs but also supported me with amazing ideas:

Markus

illyaine

NanakiAzakee

TrTimes

MichaelMann

Many thanks also to the **TEN (TombEngine)** team,
without whom this level would not have been possible.

A special thanks goes to **illyaine**,
who supported me with ideas, textures, objects,
and much more.

Also, a heartfelt thank you to everyone who helped me with this level.

And, of course, a huge thanks to the fantastic **TRLE community**!

And for those who made it this far:

I wish you a lot of fun playing :-)!

Voiceovers

- „Lara“ by AgentXP (English)
- „Jon“ by stranger1992 (English)
- „Pilot“ by Kubsy (English)
- „Yamandú“ by NanakiAzakee (English)
- „Kaíri“ by Szybkomir (English)

Objekte

- Remastered Tribesman Enemies by illyaine
- Remastered Jon by illyaine
- Worldmap by illyaine
- Croft Manor Statics by trangel and edited / improved by illyaine
- TR1-5 von Core Design, partially improved from others and myself
- Anniversary Outfits for TEN - Updated by THOR2010 (Color change by illyaine)
- Jungle Fever Artefact by <https://www.meshy.ai/> licensed von <https://creativecommons.org/licenses/by/4.0/>
- Echo of the Rainforest by <https://huggingface.co/>
- Pendant of the Monkey Gods by <https://huggingface.co/>
- Pianoforte A Coda by White Tiger
- Crowbar Bone and animation by Lady_wise and dj_full
- Fence Skeleton Trap by Master (Animation and Sound) & LGG PRODUCTION (Skeleton mesh)
- Teme9 for many Jungle Plants and Moveable Objects
- Wad from 2014 Back To Basics - Khmer Empire
- New Age Flares by burialseas
- Underwater plant pack by Dino
- Forest WAD Collection - Forest / Camp Ground. by mike quahe
- Red-eyed Tree Frog by GeckoKid
- LGG Style TR Anniversary Pushable Pack by LGG-PRODUCTION
- Fireplace by Christian-Croft
- NG TR2 Brown Button by LGG-PRODUCTION
- TR1-3 Remastered Vehicles for TEN by THOR2010
- Wood Trapdoor by Christian-Croft

Textures

- HqJungleTempleTextures by Kylecroft
- TombRaiderLegend256x256CroftManorTexturePack by Zuxuna

Other unmentioned objects & textures most likely come from <http://trsearch.org/> — please let me know if your object is missing or if you discover an object that is not listed here.

Audios

- From various sources, such as *Fantasy & World Music* by "The Fiechters."

If I have forgotten anyone, please contact me.

If anything is unclear, if you need help, or if you want to offer feedback or praise, feel free to email me at:

info@leif-melles.de

Or find me at discord:

(TEN Channel: <https://discord.gg/Wp3aaaBw>)

and on TRLevel.de (l.m.)