# The Lost River of Amazonia

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<tr>
<th>Team Member</th>
<th>Major/ Minor</th>
<th>Contribution</th>
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<tr>
<td>Participant #1</td>
<td>Liberal Arts &amp; Engineering</td>
<td>Team Leader, Lead Story Writer</td>
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<td>Participant #2</td>
<td>Liberal Arts &amp; Engineering / Music</td>
<td>Music Composition, Assistant Story</td>
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<td>Participant #3</td>
<td>Graphic Communication</td>
<td>Concept Art, Visual Character Designs</td>
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<td>Participant #4</td>
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Entering the Gates of the Old Hacienda

You enter the gates of the hacienda, noticing the disrepair of the courtyard and exterior structure.

Initial Concept of the Hacienda
Inside the Old Hacienda

As you enter the hacienda, you go through an archaic laboratory and greenhouse. Artifacts from long ago, are strewn about as they have been for generations.
Archibald’s Warning

The spirit of Archibald Wellington comes to life out of his painting. He disappears, but his voice can be heard as he travels around the room warning you to get away.

Archibald Wellington, FRS
Famed British Explorer

Archibald materializing out of his painting
To the Boats!

Concept Art of River Skiffs
You board river skiffs that take you on your river expedition. The river slices through the river taking you deeper and deeper into the jungle before you see a figure ahead of you.
The Encounter with Itapallu

The malevolent shaman, Itapallu, "plays" with you and your boat, taking it through a dangerous subterranean cave before confronting you head on!
THE LOST VOYAGE
of
AMAZONIA